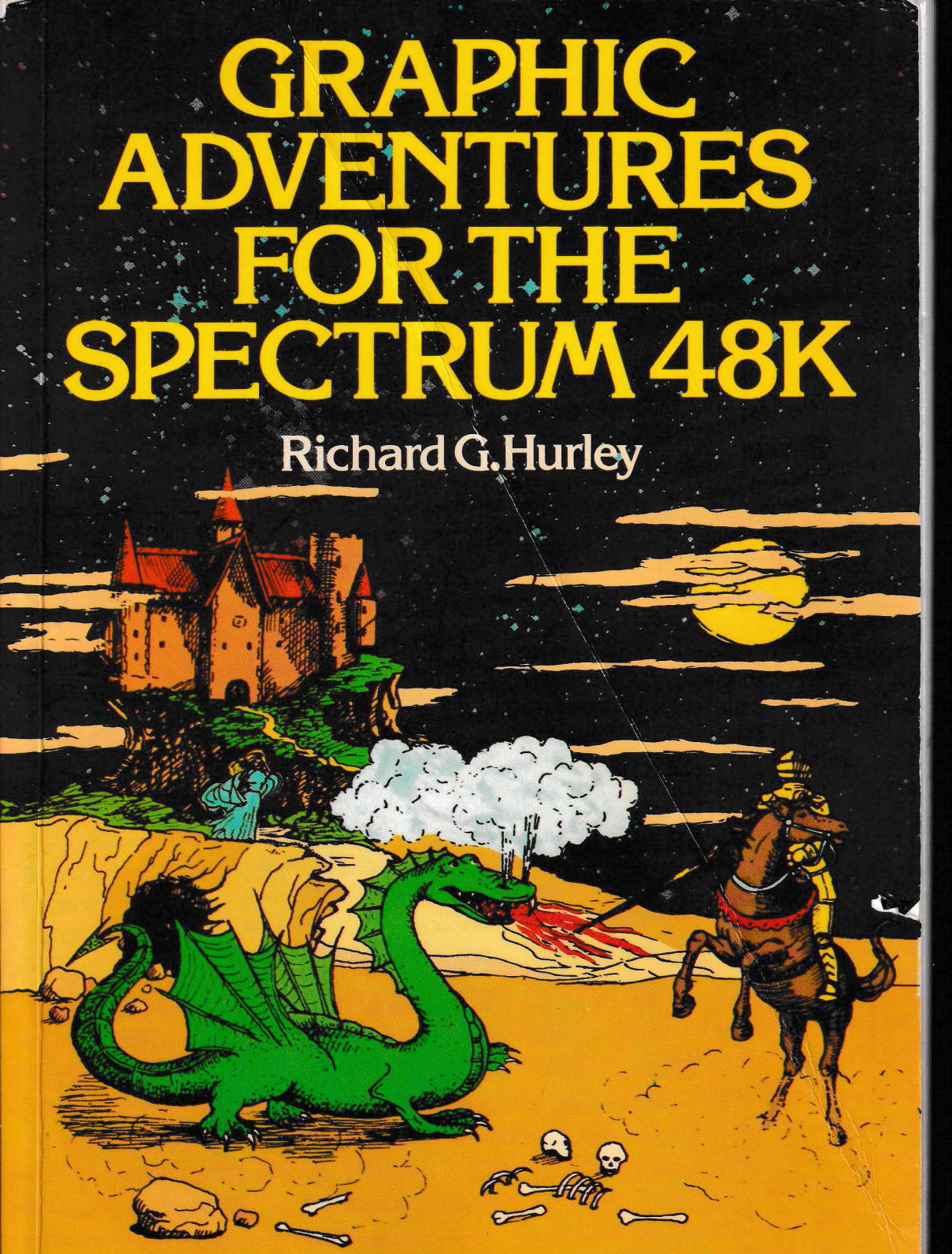
GRAPHIC ADVENTURES FOR THE SPECTRUM 48K

Richard G. Hurley



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This book is written in the memory of
my late mother-in-law Dorothy Anderson

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Richard G. Hurley
Hurstpierpoint, February 1984

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Contents

Intr

This book
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Various
machine-c
wherever
concise ma
the art of a
adventurin
Each of th
described b

Scenario

A brief desc
role. This se
the player w

Hints on E

As the progra
made during
the user by
occur. It is th
made to this s

Techniques

Each program
the user about

Introduction

This book contains seven adventure games, all of which are different, but are linked by the common theme of being graphical. They are all designed to be as easy as possible to enter, but very difficult to solve (the hallmark of a good adventure).

Various techniques are employed in the programs, including machine-code mapping, scrolling and memory-saving routines; wherever possible these methods are explained in a clear and concise manner. Consequently, this book provides instruction in the art of adventure writing as well as endless hours of happy adventuring.

Each of the seven games is divided into a number of sections as described below.

Scenario

A brief description of the game is given, outlining the player's role. This section tells of the quest to be solved and the tasks that the player will be presented with.

Hints on Entry

As the programs are very long, it is highly likely that errors will be made during the typing stage. This section is intended to assist the user by pointing out the complex lines where errors may occur. It is therefore most important that constant reference is made to this section during the typing stage.

Techniques

Each program will be accompanied by a short section instructing the user about one of the more complex techniques employed in

the program. It is hoped that by reading these notes and referring to the listings valuable information about the methods employed will be gained. This knowledge could then be put to use in the design of more complex adventures.

Playing Instructions

By definition an adventure game requires the player to experiment and find many of the commands for himself; because of this the playing instructions will only give the bare minimum of information. Such information will usually relate to the movement and the basic command structure.

Adaptation

In order to increase variety, several of the programs are designed so that they can be easily changed by typing in new mazes, floor plans, etc. For the programs containing this facility, a set of clear, easy-to-follow instructions are given.

Listing

The last section of each chapter will contain the listing together with a notice similar to that shown below.

IMPORTANT

1) THIS PROGRAM SHOULD BE ENTERED USING CAPS LOCK.

2) ALL GRAPHICS CHARACTERS ARE INDICATED IN LOWER CASE LETTERS.

As can be seen from the notice, all games are written in the CAPS LOCK mode, so that the graphics represented by small letters are easily recognizable. These graphics characters must be entered by using the graphics mode (see Spectrum manual).

1
House of Adventure

Scenario

It was many years after the death of your rich uncle, Alluishus Flude the second, when you were told by an old friend about the massive hoard of treasure which he had collected during his many profitable years. It was rumoured that he had hidden many valuable jewels in his massive mansion and that these, if found, would lead to undreamt riches.

A few days ago, however, something else came to light. While being shown around the mansion you noticed a faded piece of parchment behind some books. On closer inspection the message on the parchment confirmed that all the rumours were true. So that no one else should find it, you burnt the note. Then

early the next morning, when all was quiet, you entered the forbidding house, determined to find the ten jewels that would lead to incredible wealth.

Hints on Entry

Because the program is very long and only just fits into the 48K machine, it has been split into two parts which should be entered as follows:

First type in ADVENTURE.1. This sets up the user-defined graphics which will be used in the main program. When the program has been entered and checked, save it on tape using the command

```
SAVE "CHAR" LINE 1
```

Now type in ADVENTURE.2, paying particular attention to the numerous VAL"" instructions that have been entered to save memory space. When this program is finished, save it on tape after the original CHAR program by typing

```
SAVE "ADVENTURE" LINE 1
```

When this is completed, you are ready to start the adventure. Rewind the tape and type LOAD""; then the loading and initializing procedure are automatic.

Note

The two programs are set out in a clear and concise manner, and should not cause any major problems. However, special care should be taken when entering the lines containing textual messages (e.g. 8915, 9302) in which spaces are often omitted or added, to produce a satisfactory format on the screen.

Techniques

One problem often encountered when writing large adventure games is the lack of available memory (i.e. RAM). Any program

that involves a lot of arrays or numerical data will use up memory very quickly, with each numerical value requiring at least 7 bytes.

In the case of arrays, it is very difficult to economize, but there are many ways in which memory can be saved with numerical data.

1) If a particular value (say 126) is often needed within a program, then it is possible to save memory by assigning the number to a variable (i.e. LET Z=126) and to use this throughout the program.
2) The value 0 is one of the most frequently used numbers in a program, and many bytes can be saved by replacing it with NOT PI.
3) Memory can also be saved by reducing large quantities of numbers into strings and then using the VAL function to transform them into numerical values. Thus

REPLACE 12 WITH VAL"12"

The amount of memory that can be saved by using these methods will depend on the actual program. The above techniques were used in this adventure representing a saving of approximately 6K of memory.

Playing Instructions

House of Adventure is a text/graphics game, your quest being to find the ten jewels which will allow you to reach some hidden treasure. When found the jewels must be deposited in the jewel tablet, which must also be located. The jewels are concealed in the most unlikely places and finding them in the mansion will require a great deal of skill and logical thought. During the game, conversation with the computer is made by entering the commands in the form verb/noun after which the appropriate action will take place graphically on the screen.

As mentioned in the Introduction, it would be against the spirit of adventure to give all the commands and, accordingly, only the most important are listed below.

GET — To pick up an object type GET followed by the object's name.

DROP	To drop an object type DROP followed by the name of the object as indicated in the inventory.
I	The I or inventory command will list all the objects that you are carrying.
J	This is similar to the inventory command, but pertains to the jewels and not to the objects.
HELP	If you are absolutely stuck then by typing HELP you may, if you're lucky, get some advice from the computer.
EXAMINE	To examine an object type EXAMINE followed by the object's name.
LOOK	By typing LOOK followed by a direction, a report on anything important in that direction can be obtained.

Movement

Movement can be made in any of six directions as listed in Table 1.

Table 1

Command	*Direction*
N	North
S	South
E	East
W	West
U	Up
D	Down

Listing

IMPORTANT

1) THIS PROGRAM SHOULD BE ENTERED USING CAPS LOCK.
2) ALL GRAPHICS CHARACTERS ARE INDICATED IN LOWER CASE LETTERS.
3) SPACES WITHIN TEXT SHOULD BE ENTERED AS LISTED.

ADVENTURE.1

```
  10 RESTORE 20: FOR N=USR "A" TO USR "S
"+7: READ A: POKE N,A: NEXT N
  15 LOAD ""
  20 DATA 36,60,36,60,36,60,36,36
  30 DATA 16,16,56,124,124,124,124,124
  40 DATA 24,16,24,16,16,56,68,56,0,0,0,
0,64,255,64,0
  60 DATA 16,16,16,16,16,16,16,16
  80 DATA 0,31,35,69,249,138,140,248
  90 DATA 0,60,118,114,251,126,126,60
 100 DATA 28,34,34,28,8,8,8,8
 110 DATA 0,62,62,8,8,8,8,8
 120 DATA 0,2,4,8,16,32,64,0
 130 DATA 24,24,60,66,66,36,24,0
 140 DATA 112,16,112,16,16,56,68,56
 150 DATA 8,8,8,124,124,124,124,0
 160 DATA 0,66,231,231,231,231,231,0
 170 DATA 24,24,24,24,24,24,24,24
 180 DATA 0,4,134,255,134,4,0,0
 190 DATA 60,60,24,24,24,24,24,24
 200 DATA 0,124,68,68,68,68,124,0
 210 DATA 24,60,24,126,90,90,36,36
```

ADVENTURE.2

```
   1 GO SUB 6000
   2 CLEAR VAL "59999"
   3 CLS : PRINT  FLASH VAL "1";"PLEASE
WAIT A FEW SECONDS......."
   4 POKE VAL "23658",VAL "8"
  11 FOR N=VAL "60000" TO VAL "60200": P
OKE N,VAL "0": NEXT N
  12 LET J=VAL "1"
  13 DIM O(VAL "29")
  14 DIM Y(VAL "18"): RESTORE VAL "8850"
: FOR N=VAL "1" TO VAL "18": READ Y(N):
NEXT N
```

```
  16 LET R=VAL "0"
  19 GO SUB VAL "20": GO TO VAL "200"
  20 DIM O$(VAL "18",VAL "32"): LET O$(V
AL "1")="A BROKEN LADDER IS ON THE FLOOR
."
  21 LET O$(VAL "2")="A POT OF GLUE IS O
N A SHELF.     "
  22 LET O$(VAL "5")="YOU NOTICE A MATCH
 ON THE FLOOR."
  23 LET O$(VAL "6")="ON THE TABLE IS A
MATCHBOX.      "
  24 LET O$(VAL "4")="THERE IS A KNIFE O
N A CHAIR.     "
  25 LET O$(VAL "7")="ON THE TABLE IS TH
E BLUE BALL.   "
  26 LET O$(VAL "8")="YOU SEE A MAGNIFYI
NG GLASS.      "
  27 LET O$(VAL "3")="ON THE FLOOR IS AN
 IRON KEY.     "
  28 LET O$(VAL "9")="A HAMMER LIES ON T
HE FLOOR.      "
  29 LET O$(VAL "12")="IN THE DRAWER IS
A GOLD KEY.    "
  30 LET X$="": LET OBJ=VAL "0"
  31 LET O$(VAL "10")="IN A CORNER IS A
WOODEN STAKE.  "
  32 LET O$(VAL "13")="A SMALL RADIO REC
EIVER IS HERE. "
  33 LET O$(VAL "11")="ON THE FLOOR IS A
 LUCKY CHARM.  "
  34 LET O$(VAL "14")="ON THE GROUND, SO
ME BATTERIES.  "
  35 LET O$(VAL "15")="LEANING ON THE WA
LL: A PLANK.   "
  36 LET O$(VAL "16")="EXCEPT FOR AN IRO
N SPADE.       "
  37 LET O$(VAL "17")="ON THE FLOOR IS A
 TORCH.        "
```

```
 38 LET O$(VAL "18")="A MIRROR IS LYING
IN A CORNER.  "
 50 DIM R$(VAL "5",VAL "32"): LET R$(VA
L "1")="NOTHING IS VISIBLE HERE.
"
 52 LET R$(VAL "3")="LOOKING DOWN, YOU
SEE THE OPAL."
 55 LET R$(VAL "4")="A PLANK SPANS THE
GAP.           "
 56 LET R$(VAL "5")="STAIRS LEAD TO THE
OPEN TRAPDOOR"
 199 RETURN
 200 DIM J$(VAL "10",VAL "15"): LET J$(V
AL "1")="RUBY": LET J$(VAL "2")="EMERALD
": LET J$(VAL "3")="PEARL": LET J$(VAL "
4")="DIAMOND": LET J$(VAL "5")="OPAL"
 210 LET J$(VAL "6")="AMBER": LET J$(VAL
 "7")="GOLD BAR": LET J$(VAL "8")="SILVE
R NUGGET": LET J$(VAL "9")="SAPPHIRE": L
ET J$(VAL "10")="PLATINUM"
 220 DIM J(VAL "10")
 230 LET JFLAG2=VAL "0"
 300 DIM I$(VAL "18",VAL "10"): RESTORE
VAL "8800": FOR N=VAL "1" TO VAL "18": R
EAD I$(N): NEXT N
 528 DATA VAL "89",VAL "79",VAL "85",VAL
 "32",VAL "83",VAL "69",VAL "69",VAL "32
",VAL "65",VAL "32",VAL "72",VAL "79",VA
L "65",VAL "82",VAL "68",VAL "32",VAL "7
9",VAL "70",VAL "32",VAL "84",VAL "82",V
AL "69",VAL "65",VAL "83",VAL "85",VAL "
82",VAL "69",VAL "46",VAL "32",VAL "89",
VAL "79",VAL "85",VAL "72",VAL "65",VAL
"86",VAL "69",VAL "32",VAL "66",VAL "69"
,VAL "67",VAL "79",VAL "77",VAL "69",VAL
 "32",VAL "65",VAL "32",VAL "77",VAL "73
",VAL "76",VAL "76",VAL "73",VAL "79",VA
L "78",VAL "65",VAL "73",VAL "82",VAL "6
9"
```

```
 529 DATA VAL "46"
1000 LET Q=1: GO SUB VAL "8000": BORDER
VAL "6": INPUT "": LET R=VAL "1": PRINT
 INK VAL "1";"YOU ARE IN A SMALL HALL. A
BOVE  IS A TRAPDOOR. THERE IS A TABLE IN
 THE CORNER.                    ";O$(VAL "
1");"A PASSAGE LEADS NORTH AND A     DOO
R GOES EAST.                    "+("A LADDE
R LEADS TO THE OPEN       TRAPDOOR." AND
PEEK VAL "60101")
1002 LET NO=VAL "2": LET EA=VAL "3"
1004 IF O(R) THEN  LET FLUG=VAL "1"
1005 IF O(R) THEN  GO TO VAL "8700"
1008 GO SUB VAL "8020"
1010 GO SUB VAL "1016": GO TO VAL "1050"
1016 PRINT AT VAL "21",VAL "0";"
                               "
1017 FOR N=VAL "1" TO VAL "10": IF J(N)=
VAL "1" THEN  NEXT N: GO TO VAL "5000"
1018 LET C=VAL "0": FOR N=VAL "60000" TO
 VAL "60017": IF PEEK N THEN  LET C=C+VA
L "1": NEXT N: LET OBJ=C: GO TO VAL "102
0"
1019 NEXT N: LET OBJ=C
1020 GO SUB VAL "9000"
1021 OVER VAL "0": FOR N=VAL "8" TO VAL
"12": PRINT AT N,VAL "0";"
                    ": NEXT N: FOR N=VAL "
13" TO VAL "20": PRINT AT N,VAL "0";"
                ": NEXT N
1022 PRINT AT VAL "8",VAL "0";
1023 LET GH=VAL "0"
1025 RETURN
1050 IF O(R)<>VAL "1" AND OBJ<VAL "9" AN
D NOT PEEK VAL "60000" AND NOT PEEK 6010
1 AND (C$="GET LADDER" OR C$="GET BROKEN
 LADDER") THEN  PRINT '''"YOU TAKE THE LA
DDER.": GO SUB 8050: POKE VAL "60000",VA
L "1": LET O$(VAL "1")="": GO TO VAL "10
10"
```

```
1051 IF (C$="UP" OR C$="U") AND PEEK VAL
 "60101" THEN  GO TO VAL "1800"
1070 IF C$="CLIMB LADDER" AND PEEK VAL "
60100" AND PEEK VAL "60000" THEN  PRINT
"YOU CLIMB THE LADDER": IF NOT PEEK VAL
"60101" THEN  POKE VAL "60000",VAL "0":
RESTORE VAL "9500": FOR N=VAL "1" TO VAL
 "19": READ CODE: PRINT CHR$ CODE;: NEXT
 N: PRINT ".": PRINT : FOR N=VAL "1" TO
VAL "19": READ CODE: PRINT CHR$ CODE;: N
EXT N: POKE VAL "60101",VAL "1": FOR N=V
AL "1" TO VAL "99": NEXT N: GO TO VAL "1
800"
1072 IF C$="CLIMB LADDER" AND (NOT PEEK
VAL "60000" OR NOT PEEK VAL "60100") THE
N  PRINT "YOU CANNOT CLIMB A BROKEN LADD
ER": GO TO VAL "1010"
1075 IF C$="GET TABLE" THEN  PRINT "THE
TABLE IS TOO HEAVY TO LIFT.": GO TO VAL
"1010"
1088 IF C$="GET LADDER" AND PEEK VAL "60
101" THEN  PRINT "YOU CANNOT TAKE THE LA
DDER      ANYMORE. DON'T WORRY, YOU WON'
T BE NEEDING IT AGAIN.": GO TO VAL "1010
"
1089 GO SUB VAL "9100": IF NOT GH THEN
GO TO VAL "1010"
1099 GO SUB VAL "9300": GO TO VAL "1010"
1100 LET Q=2: GO SUB VAL "8000": LET R=V
AL "2": PRINT  INK VAL "2";"YOU ARE IN A
 SMALL BOXROOM.      THERE IS A STRANGE F
ISHY SMELL. ";O$(VAL "2");"EXITS LEAD SO
UTH AND WEST."
1102 LET SO=VAL "1": LET WE=VAL "4"
1104 IF O(R) THEN  LET FLUG=VAL "1"
1105 IF O(R) THEN  GO TO VAL "8700"
1108 GO SUB VAL "8020"
1110 GO SUB VAL "1016"
1120 IF O(R)<>VAL "2" AND NOT PEEK VAL "
60001" AND OBJ<VAL "9" AND C$="GET GLUE"
```

```
 THEN  PRINT "YOU TAKE THE GLUE.": GO SU
B 8050: LET O$(VAL "2")="": POKE VAL "60
001",VAL "1": GO TO VAL "1110"
1130 IF C$="HELP" THEN  PRINT "THAT GLUE
 MIGHT BE USEFUL.": GO TO VAL "1110"
1160 GO SUB VAL "9100": IF NOT GH THEN
GO TO VAL "1110"
1199 GO SUB VAL "9300": GO TO VAL "1110"
1200 LET Q=5: GO SUB VAL "8000": LET R=V
AL "3": PRINT  INK VAL "3";"YOU ARE IN A
 PANELLED ROOM.      IT IS PAINTED BRIGHT
 RED.        ";O$(5);"EXITS ARE DOORS TO
THE WEST,    SOUTH AND NORTH. A STAIRCAS
E    LEADS UPWARDS. THE STAIRS DO NOTLOO
K VERY SAFE."
1202 LET NO=VAL "5": LET WE=VAL "1": LET
 SO=VAL "6"
1204 IF O(R) THEN  LET FLUG=VAL "1"
1205 IF O(R) THEN  GO TO VAL "8700"
1208 GO SUB VAL "8020"
1210 GO SUB VAL "1016"
1220 IF O(R)<>VAL "5" AND NOT PEEK VAL "
60004" AND OBJ<VAL "9" AND C$="GET MATCH
" THEN  PRINT "YOU TAKE THE MATCH.": GO
SUB 8050: POKE VAL "60004",VAL "1": LET
O$(5)="": GO TO VAL "1210"
1260 IF C$="U" OR C$="UP" THEN  IF RND>V
AL ".7" OR PEEK VAL "60010" THEN  PRINT
'"YOU WERE VERY LUCKY TO GET UP.": FOR N
=VAL "1" TO VAL "99": NEXT N: GO TO VAL
"1600"
1270 IF C$="U" OR C$="UP" THEN  PRINT '"
THE STAIRS HAVE COLLAPSED.      THE COMP
UTER HAS FORGOTTEN ALL  YOUR PAST ACHIEV
EMENTS AND YOU  HAVE LOST ALL YOUR OBJEC
TS.": FOR N=VAL "60000" TO VAL "60199":
POKE N,VAL "0": NEXT N: GO SUB VAL "20":
 LET OBJ=VAL "0": GO TO VAL "1210"
1275 IF C$="HELP" THEN  PRINT "YOU NEED
```

```
SOMETHING LUCKY TO GET YOU UP THOSE STAI
RS.": GO TO VAL "1210"
1280 GO SUB VAL "9100": IF NOT GH THEN
GO TO VAL "1210"
1299 GO SUB VAL "9300": GO TO VAL "1210"
1300 LET Q=6: LET R=4: CLS : GO SUB 8000
: PRINT "YOU ARE IN A LARGE DINING ROOM.
 ";O$(6);"EXITS ARE EAST AND NORTH."
1302 LET EA=VAL "2": LET NO=VAL "8"
1304 IF O(R) THEN  LET FLUG=VAL "1"
1305 IF O(R) THEN  GO TO VAL "8700"
1308 GO SUB VAL "8020"
1310 GO SUB VAL "1016"
1320 IF O(R)<>VAL "6" AND NOT PEEK VAL "
60005" AND OBJ<VAL "9" AND C$="GET MATCH
BOX" THEN  PRINT "YOU TAKE THE MATCHBOX.
": GO SUB 8050: POKE VAL "60005",VAL "1"
: LET O$(VAL "6")="": GO TO VAL "1310"
1390 GO SUB VAL "9100": IF NOT GH THEN
GO TO VAL "1310"
1399 GO SUB VAL "9300": GO TO VAL "1310"
1400 LET Q=9: GO SUB VAL "8000": LET R=V
AL "5": PRINT  INK VAL "5";"YOU ARE IN A
 CORRIDOR. IT IS    VERY LONG. THE PASSA
GE STRETCHESAWAY TO THE NORTH AND SOUTH.
    ";O$(VAL "9")
1402 LET SO=VAL "3": LET NO=VAL "11"
1404 IF O(R) THEN  LET FLUG=VAL "1"
1405 IF O(R) THEN  GO TO VAL "8700"
1408 GO SUB VAL "8020"
1410 GO SUB VAL "1016"
1415 IF O(R)<>VAL "9" AND NOT PEEK VAL "
60008" AND OBJ<VAL "9" AND C$="GET HAMME
R" THEN  PRINT "YOU TAKE THE HAMMER.": G
O SUB 8050: POKE VAL "60008",VAL "1": LE
T O$(VAL "9")="": GO TO VAL "1410"
1430 GO SUB VAL "9100": IF NOT GH THEN
GO TO VAL "1410"
1499 GO SUB VAL "9300": GO TO VAL "1410"
```

```
1500 LET Q=4: GO SUB VAL "8000": LET R=V
AL "6": PRINT  INK VAL "0";"YOU ARE IN A
 KITCHEN. COBWEBS  DANGLE FROM THE CEIL
ING.          ";O$(4);"EXITS LEAD EAST AND
 NORTH."
1502 LET NO=VAL "3": LET EA=VAL "12"
1504 IF O(R) THEN  LET FLUG=VAL "1"
1505 IF O(R) THEN  GO TO VAL "8700"
1508 GO SUB VAL "8020"
1510 GO SUB VAL "1016"
1540 IF O(R)<>VAL "4" AND NOT PEEK VAL "
60003" AND OBJ<VAL "9" AND C$="GET KNIFE
" THEN  PRINT "YOU TAKE THE KNIFE.": GO
SUB 8050: POKE VAL "60003",VAL "1": LET
O$(VAL "4")="": GO TO VAL "1510"
1550 GO SUB VAL "9100": IF NOT GH THEN
GO TO VAL "1510"
1599 GO SUB VAL "9300": GO TO VAL "1510"
1600 LET Q=13: GO SUB VAL "8000": LET R=
VAL "7": PRINT  INK VAL "2";"YOU ARE IN
A LARGE ROOM WITH  ONLY ONE EXIT, DOWN
. THERE IS  A FIREPLACE SET INTO ONE WA
LL.  THERE IS COAL ON THE FIRE.       ";O
$(VAL "13")
1601 IF PEEK VAL "60103" THEN  PRINT "AN
 OPEN PANEL LEADS EAST."
1602 IF PEEK VAL "60103" THEN  LET EA=VA
L "13"
1604 IF O(R) THEN  LET FLUG=VAL "1"
1605 IF O(R) THEN  GO TO VAL "8700"
1608 GO SUB VAL "8020"
1610 GO SUB VAL "1016"
1625 IF (C$="E" OR C$="EAST") AND PEEK V
AL "60102" THEN  GO TO VAL "2200"
1630 IF C$="D" OR C$="DOWN" THEN  PRINT
"YOU GO DOWN. LUCKILY THE STAIRS HOLD TH
IS TIME.": FOR N=VAL "1" TO VAL "99": NE
XT N: GO TO VAL "1200"
1640 IF (C$="E" OR C$="EAST") AND PEEK V
AL "60103" THEN  GO TO VAL "2200"
```

```
1650 IF O(R)<>VAL "13" AND NOT PEEK VAL
"60012" AND OBJ<VAL "9" AND (C$="GET REC
EIVER" OR C$="GET RADIO" OR C$="GET RADI
O RECEIVER") THEN  PRINT "YOU TAKE THE R
ADIO RECEIVER.": GO SUB 8050: LET O$(VAL
 "13")="": POKE VAL "60012",VAL "1": GO
TO VAL "1610"
1689 POKE VAL "60102",VAL "1": GO SUB VA
L "9100": IF NOT GH THEN  GO TO VAL "161
0"
1699 GO SUB VAL "9300": GO TO VAL "1610"
1700 LET Q=7: GO SUB VAL "8000": LET R=V
AL "8": PRINT  INK VAL "3";"YOU ARE IN T
HE BILLIARD ROOM.   THERE IS A BILLIARD
TABLE HERE. ";O$(7);"EXITS LEAD SOUTH,NO
RTH AND WEST."
1702 LET SO=VAL "4": LET WE=VAL "14": LE
T NO=VAL "15"
1704 IF O(R) THEN  LET FLUG=VAL "1"
1705 IF O(R) THEN  GO TO VAL "8700"
1708 GO SUB VAL "8020"
1710 GO SUB VAL "1016"
1720 IF O(R)<>VAL "7" AND NOT PEEK VAL "
60006" AND OBJ<VAL "9" AND C$="GET BALL"
 THEN  PRINT "YOU TAKE THE BALL.": GO SU
B 8050: LET O$(VAL "7")="": POKE VAL "60
006",VAL "1": GO TO VAL "1710"
1725 IF C$="GET TABLE" OR C$="GET BILLIA
RD TABLE" THEN  PRINT "IT IS TOO HEAVY T
O LIFT.": GO TO VAL "1710"
1770 GO SUB VAL "9100": IF NOT GH THEN
GO TO VAL "1710"
1780 GO SUB VAL "9300": GO TO VAL "1710"
1800 LET Q=0: GO SUB VAL "8000": FOR N=V
AL "1" TO VAL "10": IF J(N)=VAL "1" THEN
  NEXT N: GO TO VAL "5000"
1801 LET R=VAL "9": PAUSE VAL "100": PRI
NT  INK VAL "4";"YOU GO INTO A VERY TINY
 ROOM.   A LARGE IRON DOOR BARS THE WAY
```

```
 EAST. IT IS "+("LOCKED" AND NOT PEEK VA
L "60104")+("|OPEN|" AND PEEK VAL "60104
")+". SET IN THE  WALL ON YOUR LEFT IS A
 GOLDEN  TABLET WITH HOLES IN. IT IS TH
E JEWEL TABLET."
1802 IF PEEK VAL "60104" THEN  LET EA=VA
L "10"
1804 IF O(R) THEN  LET FLUG=VAL "1"
1805 IF O(R) THEN  GO TO VAL "8700"
1808 GO SUB VAL "8020"
1810 GO SUB VAL "1016"
1820 IF C$="GET TABLET" THEN  PRINT "THE
 TABLET IS FIXED TO THE WALL.": GO TO VA
L "1810"
1830 IF C$="UNLOCK DOOR" AND NOT PEEK VA
L "60104" AND PEEK VAL "60002" THEN  PRI
NT "YOU UNLOCK THE DOOR.": PRINT "IT SWI
NGS OPEN.": POKE VAL "60104",VAL "1": GO
 TO VAL "1810"
1835 IF C$="D" OR C$="DOWN" THEN  GO TO
VAL "1000"
1840 IF (C$="E" OR C$="EAST") AND PEEK V
AL "60104" THEN  GO TO VAL "1900"
1850 IF (C$="E" OR C$="EAST") AND NOT PE
EK VAL "60104" THEN  PRINT "YOU CANNOT W
ALK THROUGH A LOCKEDDOOR!": GO TO VAL "1
810"
1860 IF C$="INSERT JEWEL" OR C$="INSERT
JEWELS" THEN  LET F=VAL "0": FOR N=VAL "
60020" TO VAL "60029": IF PEEK N THEN  P
RINT "THE ";J$(N-VAL "60019"): PRINT "WH
ICH YOU WERE CARRYING HAS BEENPLACED IN
THE JEWEL TABLET.": FOR T=VAL "1" TO VAL
 "150": NEXT T: POKE N,VAL "0": LET J(N-
VAL "60019")=VAL "1": CLS : LET F=VAL "1
": NEXT N: GO TO VAL "1800"
1870 NEXT N: IF F=VAL "1" THEN  GO TO VA
L "1800"
1889 GO SUB VAL "9100": IF NOT GH THEN
GO TO VAL "1810"
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1899 GO SUB VAL "9300": GO TO VAL "1810"
1900 LET Q=0: GO SUB VAL "8000": LET R=V
AL "10": PRINT  INK VAL "5";"YOU ARE IN
A PRISON CELL.        "+(R$(VAL "1") AND
NOT PEEK VAL "60021")'"EXITS ARE EAST AN
D WEST."
1902 LET EA=VAL "16": LET WE=VAL "19"
1904 IF O(R) THEN  LET FLUG=VAL "1"
1905 IF O(R) THEN  GO TO VAL "8700"
1908 GO SUB VAL "8020"
1910 GO SUB VAL "1016"
1920 IF C$="HELP" THEN  PRINT "'OULPKO'.
 TO BE SUCCESSFUL YOU  MUST TYPE AN ANAG
RAM OF THIS    WORD INTO THE COMPUTER.":
 GO TO VAL "1910"
1925 IF JFLAG2 THEN  GO TO VAL "1960"
1930 RESTORE VAL "9540": LET X$="": FOR
N=VAL "1" TO VAL "7": READ POKE: LET X$=
X$+CHR$ POKE: NEXT N
1935 IF C$=X$ THEN  PRINT "YOU SEE THE "
;: RESTORE VAL "9550": FOR N=VAL "1" TO
VAL "7": READ RND: PRINT CHR$ RND;: NEXT
 N: PRINT " HANGING     FROM THE CEILING
.": GO TO VAL "1910"
1940 LET S=VAL "9550": LET G=VAL "7": GO
 SUB VAL "9900"
1950 IF C$="GET "+X$ THEN  PRINT "YOU TA
KE THE ";X$: POKE VAL "60021",VAL "1": L
ET JFLAG2=VAL "1": LET R$(VAL "1")="": G
O TO VAL "1910"
1960 IF C$="S" OR C$="SOUTH" THEN  GO TO
 VAL "2700"
1970 IF C$="E" OR C$="EAST" THEN  GO TO
VAL "2500"
1980 IF C$="W" OR C$="WEST" THEN  GO TO
VAL "1800"
1984 IF C$="LOCK DOOR" AND PEEK VAL "600
02" AND PEEK VAL "60104" THEN  PRINT "YO
U LOCK THE DOOR.": POKE VAL "60104",VAL
"0": GO TO VAL "1910"
```

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1989 GO SUB VAL "9100": IF NOT GH THEN
GO TO VAL "1910"
1999 GO SUB VAL "9300": GO TO VAL "1910"
2000 LET Q=8: GO SUB VAL "8000": LET R=V
AL "11": PRINT  INK VAL "0";"YOU ARE IN
THE STUDY. FROM HERE EXITS LEAD IN ALL F
OUR COMPASS  DIRECTIONS.
     ";O$(8)
2002 LET NO=VAL "21": LET SO=VAL "5": LE
T EA=VAL "20": LET WE=VAL "22"
2004 IF O(R) THEN  LET FLUG=VAL "1"
2005 IF O(R) THEN  GO TO VAL "8700"
2008 GO SUB VAL "8020"
2010 GO SUB VAL "1016"
2020 IF NOT PEEK VAL "60007" AND OBJ<VAL
 "9" AND O(R)<>VAL "8" AND (C$="GET MAGN
IFYING GLASS" OR C$="GET GLASS") THEN  P
RINT "YOU TAKE THE MAGNIFYING GLASS.": G
O SUB 8050: LET O$(VAL "8")="": POKE VAL
 "60007",VAL "1": GO TO VAL "2010"
2070 GO SUB VAL "9100": IF NOT GH THEN
GO TO VAL "2010"
2099 GO SUB VAL "9300": GO TO VAL "2010"
2100 LET Q=3: GO SUB VAL "8000": LET R=V
AL "12": PRINT  INK VAL "2";"YOU ARE IN
A ROOM WHICH HAS      OBVIOUSLY BEEN USED
 FOR STORAGE.";O$(VAL "3");"IN THE MIDDL
E OF THE FLOOR IS A "+("SMASHED" AND PEE
K VAL "60105")+("LARGE" AND NOT PEEK VAL
 "60105")+" STONE SLAB.": PRINT  INK VAL
 "2";"THE ONLY EXIT IS WEST."
2102 LET WE=VAL "6"
2104 IF O(R) THEN  LET FLUG=VAL "1"
2105 IF O(R) THEN  GO TO VAL "8700"
2108 GO SUB VAL "8020"
2110 GO SUB VAL "1016"
2120 IF C$="HELP" THEN  PRINT "THERE IS
AN INSCRIPTION ON THE  SLAB BUT IT IS TO
O SMALL TO      READ.": GO TO VAL "2110"
```

```
2130 IF O(R)<>VAL "3" AND NOT PEEK VAL "
60002" AND OBJ<VAL "9" AND (C$="GET KEY"
 OR C$="GET IRON KEY") THEN  PRINT "YOU
TAKE THE KEY.": GO SUB 8050: LET O$(VAL
"3")="": POKE VAL "60002",VAL "1": GO TO
 VAL "2110"
2150 LET S=VAL "9560": LET G=VAL "16": G
O SUB VAL "9900"
2160 IF C$="USE "+X$ THEN  RESTORE VAL "
9570": PRINT "YOU READ THE WRITING. IT S
AYS   '";: FOR N=VAL "1" TO VAL "19": RE
AD PEEK: PRINT CHR$ PEEK;: NEXT N: PRINT
 "'": GO TO VAL "2110"
2165 RESTORE VAL "9580": LET X$="": FOR
N=VAL "1" TO VAL "10": READ X: LET X$=X$
+CHR$ X: NEXT N
2166 IF C$=X$ AND PEEK VAL "60008" THEN
 RESTORE VAL "9570": PRINT "YOU ";: FOR
N=VAL "1" TO VAL "19": READ X: PRINT CHR
$ X;: NEXT N: PRINT ".": POKE VAL "60105
",VAL "1": PRINT "YOU SEE THE ";J$(VAL "
1"): GO TO VAL "2110"
2167 IF C$=X$ THEN  PRINT "YOU HAVE NO I
MPLEMENT TO SMASH  THE ROCK WITH.": GO T
O VAL "2110"
2170 IF NOT PEEK VAL "60020" AND C$="GET
 "+J$(VAL "1", TO VAL "4") AND PEEK VAL
"60105" THEN  PRINT "YOU TAKE THE ";J$(V
AL "1"): POKE VAL "60020",VAL "1": GO TO
 VAL "2110"
2190 GO SUB VAL "9100": IF NOT GH THEN
GO TO VAL "2110"
2199 GO SUB VAL "9300": GO TO VAL "2110"
2200 LET Q=0: GO SUB VAL "8000": LET R=V
AL "13": FOR N=VAL "1" TO VAL "100": NEX
T N: PRINT  INK VAL "1";"YOU ARE IN A DI
SMAL BURIAL       CHAMBER. EXITS ARE WEST
 AND     SOUTH. THERE IS A COFFIN IN
 ONE CORNER. A SIGN SAYS:'IN THISCOFFIN
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LIES THE ";J$(VAL "4")'"AND COUNT DRACUL
A. DO NOT OPEN  THIS COFFIN UNPREPARED.'
"
2202 LET SO=VAL "17": LET WE=VAL "7"
2204 IF O(R) THEN  LET FLUG=VAL "1"
2205 IF O(R) THEN  GO TO VAL "8700"
2208 GO SUB VAL "8020"
2210 GO SUB VAL "1016"
2220 IF C$="HELP" THEN  PRINT "YOU MUST
KILL DRACULA.": GO TO VAL "2210"
2250 IF NOT PEEK VAL "60106" AND C$="OPE
N COFFIN" THEN  PRINT "YOU TENTATIVELY O
PEN THE COFFIN.DRACULA RISES TO A SEATED
       POSITION. WHAT NOW?": GO SUB VAL
"1016": GO TO VAL "9700"
2260 IF NOT PEEK VAL "60023" AND C$="GET
 DIAMOND" THEN  PRINT "YOU TAKE THE DIAM
OND.": POKE VAL "60023",VAL "1": GO TO V
AL "2210"
2289 GO SUB VAL "9100": IF NOT GH THEN
GO TO VAL "2210"
2299 GO SUB VAL "9300": GO TO VAL "2210"
2300 LET Q=0: GO SUB VAL "8000": LET R=V
AL "14": PRINT  INK VAL "3";"YOU ARE IN
A SERVANTS' ROOM.    EXITS ARE NORTH AND
 EAST."
2302 LET NO=VAL "18": LET EA=VAL "8"
2304 IF O(R) THEN  LET FLUG=VAL "1"
2305 IF O(R) THEN  GO TO VAL "8700"
2308 GO SUB VAL "8020"
2310 IF PEEK VAL "60107" THEN  PRINT AT
VAL "5",VAL "0";O$(VAL "10")
2311 GO SUB VAL "1016"
2380 GO SUB VAL "9100": IF NOT GH THEN
GO TO VAL "2310"
2399 GO SUB VAL "9300": GO TO VAL "2310"
2400 LET Q=0: GO SUB VAL "8000": LET R=V
AL "15": PRINT  INK VAL "4";"YOU ARE IN
THE SERVANTS' DINING ROOM. A CRACK IN TH
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E CEILING    SUGGESTS A TRAPDOOR. EXITS
ARE  EAST AND SOUTH.": PRINT (R$(VAL "5"
) AND PEEK VAL "60108")
2402 LET EA=VAL "22": LET SO=VAL "8"
2404 IF O(R) THEN  LET FLUG=VAL "1"
2405 IF O(R) THEN  GO TO VAL "8700"
2408 GO SUB VAL "8020"
2410 GO SUB VAL "1016"
2420 IF C$="HELP" THEN  PRINT "MXIEANELA
LW. AN ANAGRAM; WILL   SUGGEST FIRST STA
GE FOR GETTING THROUGH TRAPDOOR.": GO TO
 VAL "2410"
2450 LET S=VAL "9595": LET G=VAL "12": G
O SUB VAL "9900"
2460 IF C$=X$ THEN  PRINT "YOU SEE ";: F
OR N=VAL "1" TO VAL "11": READ ASR: PRIN
T CHR$ ASR;: NEXT N: PRINT ".": GO TO VA
L "2410"
2470 LET S=VAL "9600": LET G=VAL "10": G
O SUB VAL "9900"
2480 IF C$=X$ THEN  PRINT "SILENTLY THE
TRAPDOOR OPENS.    SOME STAIRS GLIDE DOW
N.": POKE VAL "60108",VAL "1": GO TO VAL
 "2410"
2485 IF (C$="U" OR C$="UP") AND PEEK VAL
 "60108" THEN  GO TO VAL "3200"
2490 GO SUB VAL "9100": IF NOT GH THEN
GO TO VAL "2410"
2499 GO SUB VAL "9300": GO TO VAL "2410"
2500 LET Q=10: GO SUB VAL "8000": LET R=
VAL "16": PRINT  INK VAL "0";"THIS ROOM
APPEARS TO HAVE BEEN  USED FOR WOODWORK.
              ";O$(VAL "10");"THE ONLY E
XIT IS WEST."
2502 LET WE=VAL "10"
2504 IF O(R) THEN  LET FLUG=VAL "1"
2505 IF O(R) THEN  GO TO VAL "8700"
2508 GO SUB VAL "8020"
2510 GO SUB VAL "1016"
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2520 IF O(R)<>VAL "16" AND NOT PEEK VAL
"60009" AND OBJ<VAL "9" AND (C$="GET STA
KE" OR C$="GET WOODEN STAKE") THEN  PRIN
T "YOU TAKE THE STAKE.": GO SUB 8050: LE
T O$(VAL "10")="": POKE VAL "60009",VAL
"1": GO TO VAL "2510"
2589 GO SUB VAL "9100": IF NOT GH THEN
GO TO VAL "2510"
2593 DATA VAL "85",VAL "78",VAL "87",VAL
 "82",VAL "65",VAL "80",VAL "32",VAL "77
",VAL "85",VAL "77",VAL "77",VAL "89"
2599 GO SUB VAL "9300": GO TO VAL "2510"
2600 LET Q=0: GO SUB VAL "8000": LET R=V
AL "17": PRINT "YOU ARE IN A ROOM WHICH
CONTAINSA CHEST OF DRAWERS. EXIT:NORTH."
: IF PEEK VAL "60012" AND NOT PEEK VAL "
60120" THEN  PRINT "YOUR RADIO RECEIVER
IS BEEPING  LOUDLY. IT MAKES MORE NOISE
WHENPOINTED UPWARDS."
2602 LET NO=VAL "13"
2604 IF O(R) THEN  LET FLUG=VAL "1"
2605 IF O(R) THEN  GO TO VAL "8700"
2608 GO SUB VAL "8020"
2610 GO SUB VAL "1016"
2625 IF (C$="OPEN DRAWER" OR C$="OPEN DR
AWERS") THEN  PRINT AT 18,26;"?": PRINT
AT 8,0;: PRINT "YOU OPEN THE DRAWER.": P
OKE VAL "60107",VAL "1": PRINT ("IN THE
DRAWER IS A KEY." AND NOT PEEK VAL "6001
1"): FOR N=VAL "1" TO VAL "99": NEXT N:
GO TO VAL "2610"
2626 IF O(R)<>VAL "12" AND NOT PEEK VAL
"60011" AND OBJ<VAL "9" AND C$="GET KEY"
 AND PEEK VAL "60107" THEN  PRINT "YOU T
AKE THE KEY.": GO SUB 8050: LET OBJ=OBJ+
VAL "1": LET O$(VAL "12")="": POKE VAL "
60011",VAL "1": POKE VAL "60107",VAL "0"
: GO TO VAL "2610"
2630 IF C$="HELP" THEN  PRINT "AN ANAGRA
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M: GO TO THE ROOM NEXT TO THE JEWEL TABL
ET AND TYPE    'HELP'. WHAT IT SAYS THER
E IS   ALSO OF RELEVANCE HERE.": GO TO V
AL "2610"
2640 LET S=VAL "9540": LET G=VAL "7": GO
 SUB VAL "9900"
2650 IF C$=X$ THEN  PRINT "YOU SEE THE "
;J$(VAL "3"): GO TO VAL "2610"
2660 IF NOT PEEK VAL "60022" AND C$="GET
 "+J$(VAL "3", TO VAL "5") THEN  PRINT "
YOU TAKE THE ";J$(VAL "3"): POKE VAL "60
120",VAL "1": POKE VAL "60022",VAL "1":
GO TO VAL "2610"
2689 GO SUB VAL "9100": IF NOT GH THEN
GO TO VAL "2610"
2699 GO SUB VAL "9300": GO TO VAL "2610"
2700 LET Q=11: GO SUB VAL "8000": LET R=
VAL "18": PRINT  INK VAL "1";"YOU ARE IN
 A SHORT CORRIDOR.    TO THE NORTH IS A
"+("LOCKED " AND NOT PEEK VAL "60109")+"
DOOR.": PRINT "ANOTHER DOOR IS TO THE SO
UTH.   ";O$(11)+("THROUGH THE NORTH DOOR
          A STAIRCASE LEADS DOWN." AND P
EEK VAL "60109")
2702 LET SO=VAL "14": IF PEEK VAL "60109
" THEN  LET NO=VAL "19"
2704 IF O(R) THEN  LET FLUG=VAL "1"
2705 IF O(R) THEN  GO TO VAL "8700"
2708 GO SUB VAL "8020"
2710 GO SUB VAL "1016"
2730 IF O(R)<>VAL "11" AND NOT PEEK VAL
"60010" AND OBJ<VAL "9" AND (C$="GET LUC
KY CHARM" OR C$="GET CHARM") THEN  PRINT
 "YOU TAKE THE LUCKY CHARM.": GO SUB 805
0: LET OBJ=OBJ+VAL "1": LET O$(VAL "11")
="": POKE VAL "60010",VAL "1": GO TO VAL
 "2710"
2740 IF C$="UNLOCK DOOR" AND PEEK VAL "6
0011" AND NOT PEEK VAL "60109" THEN  PRI
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NT "YOU UNLOCK THE DOOR. IT SWINGS  WIDE
 OPEN WITH A CREAK TO REVEALA STAIRCASE
GOING DOWN.": POKE VAL "60109",VAL "1":
GO TO VAL "2710"
2750 IF (C$="D" OR C$="DOWN") AND PEEK V
AL "60109" THEN  GO TO VAL "2800"
2789 GO SUB VAL "9100": IF NOT GH THEN
GO TO VAL "2710"
2799 GO SUB VAL "9300": GO TO VAL "2710"
2800 LET Q=14: GO SUB VAL "8000": LET R=
VAL "19": PRINT  INK VAL "2";R$(VAL "2")
;"YOU ARE IN A SLIMY CAVE. EXITS  LEAD E
AST, WEST AND NORTH.       A STAIRCASE LE
ADS UP.              ";O$(VAL "14")
2802 LET EA=VAL "24": LET NO=VAL "25": L
ET WE=VAL "26"
2804 IF O(R) THEN  LET FLUG=VAL "1"
2808 GO SUB VAL "8020"
2810 GO SUB VAL "1016"
2820 IF O(R)<>VAL "14" AND NOT PEEK VAL
"60013" AND OBJ<VAL "9" AND C$="GET BATT
ERIES" AND OBJ<VAL "9" THEN  PRINT "YOU
TAKE THE BATTERIES.": GO SUB 8050: LET O
BJ=OBJ+VAL "1": LET O$(VAL "14")="": POK
E VAL "60013",VAL "1": GO TO VAL "2810"
2860 IF C$="U" OR C$="UP" THEN  GO TO VA
L "2700"
2889 GO SUB VAL "9100": IF NOT GH THEN
GO TO VAL "2810"
2899 GO SUB VAL "9300": GO TO VAL "2810"
2900 LET Q=15: GO SUB VAL "8000": LET R=
VAL "20": PRINT  INK VAL "3";"YOU ARE IN
 A LARGE BALLROOM.    CHANDELIERS HANG F
ROM THE CEILING. ";O$(VAL "15");"EXITS A
RE NORTH AND WEST."
2902 LET WE=VAL "11": LET NO=VAL "21"
2904 IF O(R) THEN  LET FLUG=VAL "1"
2908 GO SUB VAL "8020"
2910 GO SUB VAL "1016"
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2920 IF O(R)<>VAL "15" AND NOT PEEK VAL
"60014" AND OBJ<VAL "9" AND C$="GET PLAN
K" THEN  PRINT "YOU TAKE THE PLANK.": GO
 SUB 8050: LET OBJ=OBJ+VAL "1": POKE VAL
 "60014",VAL "1": LET O$(VAL "15")="": G
O TO VAL "2910"
2989 GO SUB VAL "9100": IF NOT GH THEN
GO TO VAL "2910"
2999 GO SUB VAL "9300": GO TO VAL "2910"
3000 LET Q=16: GO SUB VAL "8000": LET R=
VAL "21": PRINT  INK VAL "4";"YOU ARE IN
 A SMALL ROOM WITH A  WOODEN FLOOR. IT I
S EMPTY"+(". " AND O$(VAL "16")=""): PRIN
T  INK VAL "4";O$(VAL "16");"EXITS ARE E
AST AND SOUTH."
3002 LET SO=VAL "11": LET EA=VAL "20"
3004 IF O(R) THEN  LET FLUG=VAL "1"
3008 GO SUB VAL "8020"
3010 GO SUB VAL "1016"
3020 IF O(R)<>VAL "16" AND OBJ<VAL "9" A
ND NOT PEEK VAL "60015" AND (C$="GET IRO
N SPADE" OR C$="GET SPADE") THEN  PRINT
"YOU TAKE THE SPADE.": GO SUB 8050: POKE
 VAL "60015",VAL "1": LET OBJ=OBJ+VAL "1
": LET O$(VAL "16")="": GO TO VAL "3010"
3089 GO SUB VAL "9100": IF NOT GH THEN
GO TO VAL "3010"
3099 GO SUB VAL "9300": GO TO VAL "3010"
3100 LET Q=17: GO SUB VAL "8000": LET R=
VAL "22": PRINT  INK VAL "1";"YOU ARE IN
 AN EAST/WEST PASSAGE.";O$(VAL "17")
3102 LET EA=VAL "11": LET WE=VAL "15"
3104 IF O(R) THEN  LET FLUG=VAL "1"
3108 GO SUB VAL "8020"
3110 GO SUB VAL "1016"
3120 IF O(R)<>VAL "17" AND OBJ<VAL "9" A
ND NOT PEEK VAL "60016" AND C$="GET TORC
H" THEN  PRINT "YOU TAKE THE TORCH.": GO
 SUB 8050: POKE VAL "60016",VAL "1": LET
 OBJ=OBJ+VAL "1": LET O$(VAL "17")="": G
O TO VAL "3110"
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3189 GO SUB VAL "9100": IF NOT GH THEN
GO TO VAL "3110"
3199 GO SUB VAL "9300": GO TO VAL "3110"
3200 LET Q=0: GO SUB VAL "8000": LET R=V
AL "23": PRINT  INK VAL "2";"YOU ARE IN
A ROOM WHICH LOOKS  LIKE AN ATTIC. THE
ONLY EXIT IS DOWNWARDS.     THERE IS A D
EEP  PIT IN THE CENTRE OF THE ROOM.  ";R
$(VAL "3")
3204 IF O(R) THEN  LET FLUG=VAL "1"
3208 GO SUB VAL "8020"
3210 GO SUB VAL "1016"
3220 IF C$="D" OR C$="DOWN" THEN  GO TO
VAL "2400"
3225 IF C$="GET OPAL" THEN  PRINT "I CAN
NOT REACH IT.": GO TO VAL "3210"
3230 LET S=VAL "9610": LET G=VAL "13": G
O SUB VAL "9900": IF C$=X$ THEN  LET R$(
VAL "3")="": LET S=VAL "9615": POKE VAL
"60109",VAL "1": LET G=VAL "13": GO SUB
VAL "9900": PRINT "YOU ARE FALLING.": FO
R N=VAL "1" TO VAL "100": NEXT N: PRINT
("ON THE WAY YOU "+X$+"," AND NOT PEEK V
AL "60024"): POKE VAL "60024",VAL "1": F
OR N=VAL "1" TO VAL "99": NEXT N: LET S=
VAL "9620": LET G=VAL "18": GO SUB VAL "
9900": PRINT "YOU ";X$;".": FOR N=VAL "1
" TO VAL "99": NEXT N: GO TO VAL "3300"
3289 GO SUB VAL "9100": IF NOT GH THEN
GO TO VAL "3210"
3299 GO SUB VAL "9300": GO TO VAL "3210"
3300 LET Q=0: GO SUB VAL "8000": LET R=V
AL "24": PRINT "YOU ARE IN A DAMP CAVE.
YOU SEE A MATTRESS. EXITS ARE:
EAST "+("(BLOCKED BY EARTH)" AND NOT PEE
K VAL "60110")+("(BLOCKED BY ROCKS)" AND
 PEEK VAL "60110" AND NOT PEEK VAL "6011
1"): PRINT "AND WEST."
3302 LET WE=VAL "19": IF PEEK VAL "60111
" THEN  LET EA=VAL "27"
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3304 IF O(R) THEN  LET FLUG=VAL "1"
3305 IF O(R) THEN  GO TO VAL "8700"
3308 GO SUB VAL "8020"
3310 GO SUB VAL "1016"
3315 IF C$="GET MATTRESS" THEN  PRINT "Y
OU CANNOT TAKE THE MATTRESS.": GO TO VAL
 "3310"
3330 IF (C$="E" OR C$="EAST") AND (NOT P
EEK VAL "60110" OR NOT PEEK VAL "60111")
 THEN  PRINT "THE WAY EAST IS BLOCKED.":
 GO TO VAL "3310"
3340 LET S=VAL "9625": LET G=VAL "9": GO
 SUB VAL "9900": IF C$=X$ AND PEEK VAL "
60015" THEN  PRINT "AFTER A LOT OF HARD
WORK, YOU   SUCCEED IN SHIFTING THE EART
H.": POKE VAL "60110",VAL "1": FOR N=VAL
 "1" TO VAL "99": NEXT N: GO TO VAL "330
0"
3350 LET S=VAL "9580": LET G=VAL "10": G
O SUB VAL "9900": IF C$=X$+"S" AND PEEK
VAL "60008" THEN  PRINT "THE ROCKS HAVE
BEEN DESTROYED.": POKE VAL "60111",VAL "
1": FOR N=VAL "1" TO VAL "99": NEXT N: G
O TO VAL "3300"
3360 IF (C$="E" OR C$="EAST") AND PEEK V
AL "60111" THEN  GO TO VAL "3600"
3389 GO SUB VAL "9100": IF NOT GH THEN
GO TO VAL "3310"
3399 GO SUB VAL "9300": GO TO VAL "3310"
3400 LET Q=0: IF NOT PEEK 60112 THEN  GO
 SUB VAL "8000": LET R=VAL "25": IF NOT
PEEK VAL "60112" THEN  PRINT "IT IS PITC
H BLACK. YOU CAN SEE  NOTHING ATALL."
3402 LET SO=VAL "19": IF PEEK VAL "60112
" THEN  LET NO=VAL "28"
3404 IF O(R) THEN  LET FLUG=VAL "1"
3405 IF O(R) THEN  GO TO VAL "8700"
3406 IF PEEK VAL "60112" THEN  CLS : LET
 SO=19: LET R=25: GO SUB 8000: PRINT "YO
U ARE IN A LARGE CAVERN.       ACROSS THE
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 MIDDLE RUNS A          SEEMINGLY IMPASSAB
LE CHASM,      "+(R$(VAL "4") AND PEEK VA
L "60114"): PRINT "EXIT"+("S ARE" AND PE
EK VAL "60114")+(" IS" AND NOT PEEK VAL
"60114")+" SOUTH"+(" AND NORTH" AND PEEK
 VAL "60114")
3407 IF PEEK 60112 THEN  LET NO=28
3408 LET SO=19: GO SUB VAL "8020"
3410 GO SUB VAL "1016"
3412 IF C$="HELP" THEN  PRINT "USE YOUR
GREY MATTER.": GO TO VAL "3410"
3415 IF C$="LIGHT TORCH" AND NOT PEEK VA
L "60016" THEN  PRINT "YOU ARE NOT CARRY
ING IT.": GO TO VAL "3410"
3420 IF C$="LIGHT TORCH" AND NOT PEEK VA
L "60113" THEN  PRINT "YOU TRY TO LIGHT
THE TORCH BUT  NOTHING HAPPENS.": GO TO
VAL "3410"
3430 LET S=VAL "9630": LET G=VAL "16": G
O SUB VAL "9900": IF C$=X$ AND PEEK VAL
"60013" AND PEEK VAL "60016" THEN  PRINT
 "O.K.": POKE VAL "60113",VAL "1": GO TO
 VAL "3400"
3440 LET S=VAL "9640": LET G=VAL "9": GO
 SUB VAL "9900": IF C$=X$ AND PEEK VAL "
60014" AND PEEK VAL "60112" THEN  PRINT
"YOU MANOEUVRE IT INTO POSITION.": POKE
VAL "60114",VAL "1": POKE 60014,0: FOR N
=VAL "1" TO VAL "99": NEXT N: GO TO VAL
"3400"
3450 IF C$="LIGHT TORCH" AND PEEK VAL "6
0013" THEN  PRINT "THE TORCH LIGHTS.": P
OKE VAL "60112",VAL "1": FOR N=VAL "1" T
O VAL "99": NEXT N: GO TO VAL "3400"
3470 IF (C$="N" OR C$="NORTH") AND PEEK
VAL "60114" THEN  GO TO VAL "3700"
3489 GO SUB VAL "9100": IF NOT GH THEN
GO TO VAL "3410"
3499 GO SUB VAL "9300": GO TO VAL "3410"
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3500 LET Q=0: GO SUB VAL "8000": LET R=V
AL "26": PRINT  INK VAL "1";"YOU ARE IN
 A LARGE CAVE WITH    STALACTITES HANGING
 FROM THE    CEILING. EXITS ARE TO THE E
AST  AND NORTH.": IF NOT PEEK VAL "60115
" THEN  PRINT "THERE IS A MASSIVE
      FIRE-BREATHING DRAGON BLOCKING  T
HE ROUTE NORTH. HE IS WEARING  A COAT."
3501 IF PEEK VAL "60115" THEN  PRINT "TH
ERE IS A DEAD DRAGON NEAR THE NORTH EXIT
. IT IS WEARING A COATWHICH HAS SEVERAL
POCKETS."
3502 LET EA=VAL "19": IF PEEK VAL "60115
" THEN  LET NO=VAL "29"
3504 IF O(R) THEN  LET FLUG=VAL "1"
3508 GO SUB VAL "8020"
3510 GO SUB VAL "1016"
3530 IF C$="KILL DRAGON" AND PEEK VAL "6
0003" THEN  PRINT '"WITH ONE THRUST YOU
SLAY THE    MIGHTY DRAGON. HE DROPS DEAD
.": FOR N=VAL "1" TO VAL "100": NEXT N:
POKE VAL "60115",VAL "1": GO TO VAL "350
0"
3540 IF C$="KILL DRAGON" AND NOT PEEK VA
L "60003" THEN  PRINT '"YOU HAVE NO WEAP
ON TO KILL WITH.": GO TO VAL "3510"
3550 LET S=VAL "9650": LET G=VAL "14": G
O SUB VAL "9900"
3560 IF C$=X$ AND PEEK VAL "60115" AND N
OT PEEK VAL "60025" THEN  PRINT '"YOU SE
E THE ";J$(VAL "6"): PRINT "YOU TAKE THE
 ";J$(VAL "6"): POKE VAL "60025",VAL "1"
: GO TO VAL "3510"
3570 IF (C$="N" OR C$="NORTH") AND PEEK
VAL "60115" THEN  GO TO VAL "3800"
3589 GO SUB VAL "9100": IF NOT GH THEN
GO TO VAL "3510"
3599 GO SUB VAL "9300": GO TO VAL "3510"
3600 LET Q=18: GO SUB VAL "8000": LET R=
```

```
VAL "27": PRINT  INK VAL "3";"YOU ARE IN
 AN EGYPTIAN BURIAL  CHAMBER. A LARGE S
ARCOPHAGUS IS IN THE MIDDLE.": PRINT O$(
VAL "18")
3601 IF PEEK VAL "60116" THEN  PRINT  IN
K VAL "4";"THE SARCOPHAGUS IS OPEN. INSI
DE IS A MUMMY."
3602 LET WE=VAL "24"
3604 IF O(R) THEN  LET FLUG=VAL "1"
3605 IF O(R) THEN  GO TO VAL "8700"
3608 GO SUB VAL "8020"
3610 GO SUB VAL "1016"
3615 IF C$="HELP" THEN  PRINT "WHAT DO Y
OU DO WITH PRESENTS?": GO TO VAL "3610"
3617 IF O(R)<>VAL "18" AND NOT PEEK VAL
"60017" AND OBJ<VAL "9" AND C$="GET MIRR
OR" THEN  PRINT "YOU TAKE THE MIRROR.":
GO SUB 8050: POKE VAL "60017",VAL "1": L
ET OBJ=OBJ+VAL "1": LET O$(VAL "18")="":
 GO TO VAL "3610"
3630 IF C$="OPEN SARCOPHAGUS" THEN  PRIN
T "YOU OPEN THE SARCOPHAGUS.": POKE VAL
"60116",VAL "1": FOR N=VAL "1" TO VAL "9
9": NEXT N: GO TO VAL "3600"
3640 LET S=VAL "2593": LET G=VAL "12": G
O SUB VAL "9900"
3650 IF C$=X$ AND PEEK VAL "60116" THEN
 PRINT "O.K....": FOR N=VAL "1" TO VAL "
99": NEXT N: PRINT "YOU SEE THE ";J$(VAL
 "7")'"WHICH IS INSIDE. ": FOR N=VAL "1"
 TO VAL "99": NEXT N: PRINT "YOU TAKE TH
E ";J$(VAL "7"): POKE VAL "60026",VAL "1
": GO TO VAL "3610"
3660 IF C$="KILL MUMMY" THEN  PRINT "THE
 MUMMY IS ALREADY DEAD.": GO TO VAL "361
0"
3689 GO SUB VAL "9100": IF NOT GH THEN
GO TO VAL "3610"
3699 GO SUB VAL "9300": GO TO VAL "3610"
```

```
3700 LET Q=0: GO SUB VAL "8000": LET R=V
AL "28": PRINT  INK VAL "2";"YOU ARE IN
WHAT APPEARS TO BE   A STONE AGE BATHROO
M. A STONE  BATH IS IN THE CENTRE. EXIT
:S.  ": PRINT ("THE BATH IS FULL OF THIC
K BLACK LIQUID." AND NOT PEEK VAL "60117
")
3701 IF PEEK VAL "60117" THEN  PRINT "TH
E BATH IS EMPTY.": IF NOT PEEK VAL "6011
8" THEN  PRINT "AT THE BOTTOM: ";J$(VAL
"8")
3702 LET SO=VAL "25"
3704 IF O(R) THEN  LET FLUG=VAL "1"
3705 IF O(R) THEN  GO TO VAL "8700"
3708 GO SUB VAL "8020"
3710 GO SUB VAL "1016"
3730 LET S=VAL "9699": LET G=VAL "11": G
O SUB VAL "9900"
3740 IF C$=X$ AND NOT PEEK VAL "60117" T
HEN  LET S=VAL "9698": LET G=VAL "18": G
O SUB VAL "9900": PRINT X$;" OUT.": FOR
N=VAL "1" TO VAL "99": NEXT N: POKE VAL
"60117",VAL "1": GO TO VAL "3700"
3750 IF NOT PEEK VAL "60027" AND (C$="GE
T SILVER" OR C$="GET NUGGET" OR C$="GET
SILVER NUGGET") THEN  PRINT "YOU TAKE TH
E SILVER NUGGET.": POKE VAL "60027",VAL
"1": POKE VAL "60118",VAL "1": GO TO VAL
 "3710"
3789 GO SUB VAL "9100": IF NOT GH THEN
GO TO VAL "3710"
3799 GO SUB VAL "9300": GO TO VAL "3710"
3800 LET Q=0: GO SUB VAL "8000": LET R=V
AL "29": PRINT "YOU ARE IN A STONE AGE C
OMPUTER ROOM. THERE IS A ZX-SPECTRUM IN
THE CORNER, CONNECTED TO A       MONITOR.
 EXIT:SOUTH."
3802 LET SO=VAL "26"
3804 IF O(R) THEN  LET FLUG=VAL "1"
3805 IF O(R) THEN  GO TO VAL "8700"
```

```
3808 GO SUB VAL "8020"
3810 GO SUB VAL "1016"
3820 IF C$="HELP" THEN  PRINT "ANOTHER A
NAGRAM. KSCOLOAERTEN ISTHE COMMAND YOU W
ANT.(3 WORDS).": GO TO VAL "3810"
3840 LET S=VAL "9693": LET G=VAL "14": G
O SUB VAL "9900": IF C$=X$ THEN  LET S=V
AL "9694": LET G=VAL "28": GO SUB VAL "9
900": PRINT "IT SAYS:": PRINT "  ";X$;".
": GO TO VAL "3810"
3850 LET S=VAL "9696": LET G=VAL "11": G
O SUB VAL "9900": IF C$=X$ THEN  PRINT "
O.K.": FOR N=VAL "1" TO VAL "50": NEXT N
: PRINT "SUDDENLY A PIECE OF ";J$(VAL "1
0"): PRINT "APPEARS.": PRINT "YOU TAKE T
HE ";J$(VAL "10"): POKE VAL "60029",VAL
"1": GO TO VAL "3810"
3860 IF C$="GET SPECTRUM" OR C$="GET MON
ITOR" THEN  PRINT "GET OFF! THEY BELONG
TO ME!": GO TO VAL "3810"
3889 GO SUB VAL "9100": IF NOT GH THEN
GO TO VAL "3810"
3899 GO SUB VAL "9300": GO TO VAL "3810"
5000 CLS
5001 BORDER 2: PAPER 2: CLS
5002 PRINT AT 10,9; PAPER 7;"
     "

5010 LET A$="W E L L  D O N E !     YOU
HAVE SUCCESSFULLY SOLVED THE ADVENTURE.
THE JEWEL TABLET, ACTIVATED BY THE PRESC
ENCE OF THE TEN JEWELS, SWINGS WIDE OPEN
. "
5011 OVER 1: FOR X=70 TO 193: BEEP .005,
RND*30: PLOT X,96: DRAW ((X-70)*2.073170
7)-X,79: NEXT X
5012 FOR X=70 TO 193: BEEP .005,RND*30:
PLOT X,86: DRAW ((X-70)*2.0731707)-X,-86
: NEXT X
5013 OVER 0
5019 INK 1: PAPER 7
```

```
5020 GO SUB 5900
5030 LET A$="                INSIDE IS A M
ASSIVE HOARD OF TREASURE.....
        C O N G R A T U L A T I O N S !
 ! ! !          "
5040 GO SUB 5900
5050 FOR N=0 TO 69: BEEP .005,N: NEXT N:
 GO TO 5040
5900 FOR P=1 TO LEN A$-14
5901 PRINT AT 10,9;A$(P TO P+14)
5902 BEEP .05,RND*30: NEXT P
5903 RETURN
6000 BORDER 1: PAPER 7: CLS
6001 OVER 1: INK 1: FOR X=0 TO 255: BEEP
 .005,RND*30: PLOT X,0: DRAW 255-2*X,175
: NEXT X: FOR Y=175 TO 0 STEP -1: BEEP .
005,RND*30: PLOT 0,Y: DRAW 255,175-2*Y:
NEXT Y: OVER 0
6002 PRINT AT 10,7; FLASH 1; PAPER 2; IN
K 7;"HOUSE OF ADVENTURE";AT 11,7; INVERS
E 1; FLASH 1; PAPER 2; INK 7;"HOUSE OF A
DVENTURE"
6003 INK 0: FOR N=1 TO 69: BEEP .008,N:
NEXT N: PRINT #0;"PRESS ENTER TO CONTINU
E.....": PAUSE 0: RETURN
8000 CLS : LET NO=VAL "0": INK VAL "1":
LET SO=VAL "0": LET EA=VAL "0": LET WE=V
AL "0"
8001 IF Q<>0 THEN  IF O$(Q,1)=" " THEN
LET Q=0
8010 PLOT VAL "176",VAL "70": DRAW VAL "
70",VAL "0": DRAW VAL "0",-VAL "55": DRA
W -VAL "70",VAL "0": DRAW VAL "0",VAL "5
5"
8012 INK VAL "0"
8015 RETURN
8020 LET FLUG=VAL "0": OVER VAL "1": IF
NO THEN  PLOT VAL "206",VAL "70": DRAW V
AL "10",VAL "0"
```

```
8025 IF SO THEN  PLOT VAL "206",VAL "15"
: DRAW VAL "10",VAL "0"
8030 IF EA THEN  PLOT VAL "246",VAL "36"
: DRAW VAL "0",VAL "10"
8035 IF WE THEN  PLOT VAL "176",VAL "36"
: DRAW VAL "0",VAL "10"
8036 OVER VAL "0"
8037 IF O(R) THEN  PRINT AT 16,28;CHR$ (
144+(O(R)-1))
8038 PRINT AT 16,26;"s"
8039 IF Q<>0 THEN  IF O$(Q,1)<>" " THEN
 PRINT AT 18,26;CHR$ (143+Q)
8049 RETURN
8050 FOR N=16 TO 18: PRINT AT N-1,26;" "
: PRINT AT N,26;"s": FOR X=1 TO 5: NEXT
X: NEXT N: FOR N=18 TO 17 STEP -1: PRINT
 AT N,26;" ": PRINT AT N-1,26;"s": FOR X
=1 TO 5: NEXT X: NEXT N
8060 RETURN
8070 FOR N=26 TO 28: PRINT AT 16,N-1;" "
;AT 16,N;"s": FOR X=1 TO 5: NEXT X: NEXT
 N: FOR N=27 TO 26 STEP -1: PRINT AT 16,
N+1;(" " AND N<>27)+(CHR$ (143+(ZX)) AND
 N=27);AT 16,N;"s": FOR X=1 TO 5: NEXT X
: NEXT N
8075 PRINT AT 16,28;CHR$ (143+(ZX))
8080 RETURN
8085 FOR N=26 TO 28: PRINT AT 16,N-1;" "
;AT 16,N;"s": FOR X=1 TO 5: NEXT X: NEXT
 N: FOR N=27 TO 26 STEP -1: PRINT AT 16,
N+1;" ";AT 16,N;"s": FOR X=1 TO 5: NEXT
X: NEXT N
8090 RETURN
8710 PRINT  INK VAL "5";"THERE IS HERE "
;("A " AND Y(O(R))=VAL "0")+("SOME " AND
 Y(O(R))=VAL "1")+I$(O(R))
8735 GO TO VAL "1008"+(VAL "100"*(R-VAL
"1"))
8800 DATA "LADDER","GLUE","KEY(IRON)","K
NIFE","MATCH","MATCHBOX","BALL","MAGNIFI
```

```
ER","HAMMER","STAKE","CHARM","KEY(GOLD)"
,"RECEIVER","BATTERIES"
8801 DATA "PLANK","SPADE","TORCH","MIRRO
R"
8850 DATA VAL "0",VAL "1",VAL "0",VAL "0
",VAL "0",VAL "0",VAL "0",VAL "0",VAL "0
",VAL "0",VAL "0",VAL "0",VAL "0",VAL "1
"
8851 DATA VAL "0",VAL "0",VAL "0",VAL "0
"
8900 IF C$="I" THEN  GO TO VAL "8904"
8901 IF LEN C$<VAL "4" THEN  GO TO VAL "
9144"
8902 IF C$( TO VAL "3")="GET" THEN  LET
Z$=C$(VAL "5" TO ): FOR N=VAL "1" TO VAL
 "10": IF I$(O(R),N)<>" " THEN  NEXT N
8903 IF OBJ<VAL "9" AND C$( TO VAL "3")=
"GET" THEN  LET U$=I$(O(R), TO N-VAL "1"
): IF U$=Z$ THEN  LET FLUG=VAL "0": PRIN
T "YOU TAKE THE ";Z$;".": LET OBJ=OBJ+VA
L "1": GO SUB 8085: POKE (VAL "59999"+O(
R)),VAL "1": LET O(R)=VAL "0": RETURN
8904 LET FLAG=VAL "0": IF C$="INVENTORY"
 OR C$="I" THEN  PRINT "YOU ARE CARRYING
:": PRINT "================": PRINT ': F
OR N=VAL "60000" TO VAL "60019": IF PEEK
 N THEN  PRINT TAB VAL "5";("A " AND NOT
 Y(N-VAL "59999"))+("SOME " AND Y(N-VAL
"59999"))+I$(N-VAL "59999"): LET FLAG=VA
L "1": NEXT N: RETURN
8905 IF C$="INVENTORY" OR C$="I" THEN  N
EXT N: IF NOT FLAG THEN  PRINT TAB VAL "
5";"NOTHING.": RETURN
8906 IF C$="INVENTORY" OR C$="I" THEN  R
ETURN
8907 IF C$="GET" OR LEN C$<VAL "4" THEN
 GO TO VAL "9144"
8908 IF OBJ<VAL "9" AND C$( TO VAL "3")=
"GET" THEN  PRINT "I SEE NO ";C$(VAL "5"
 TO ): RETURN
```

```
8910 IF C$( TO VAL "4")<>"DROP" THEN  GO
 TO VAL "9144"
8915 IF FLUG THEN  PRINT "YOU CAN ONLY L
EAVE ONE OBJECT INA ROOM.": RETURN
8920 LET T$=C$(VAL "6" TO )
8930 FOR N=VAL "1" TO VAL "18": FOR B=VA
L "1" TO VAL "10": IF I$(N,B)=" " THEN
LET E$=I$(N, TO B-VAL "1"): GO TO VAL "8
940"
8935 NEXT B
8940 IF E$=T$ AND PEEK (VAL "59999"+N) T
HEN  LET FLUG=VAL "1": PRINT "YOU DROP T
HE ";T$;".": LET ZX=N: LET OBJ=OBJ-VAL "
1": LET O(R)=N: POKE VAL "59999"+N,VAL "
0": GO SUB 8070: RETURN
8950 NEXT N: PRINT "YOU AREN'T CARRYING
THAT.": RETURN
9000 PRINT AT VAL "21",VAL "0";"COMMAND
?  ";
9005 LET C$=""
9010 IF INKEY$<>"" THEN  GO TO VAL "9010
"
9020 LET Z$=INKEY$: IF Z$="" THEN  GO TO
 VAL "9020"
9025 BEEP VAL ".005",VAL "5"
9030 IF Z$=CHR$ VAL "12" AND LEN C$>VAL
"0" THEN  LET C$=C$( TO LEN C$-VAL "1"):
 PRINT AT VAL "21",VAL "11"+LEN C$;" ";:
 PRINT AT VAL "21",VAL "11"+LEN C$;: GO
TO VAL "9010"
9033 IF Z$=CHR$ VAL "12" THEN  GO TO VAL
 "9010"
9034 IF C$="" AND Z$=CHR$ 13 THEN  GO TO
 9005
9035 IF Z$=CHR$ VAL "13" THEN  RETURN
9037 IF LEN C$>20 THEN  GO TO 9010
9040 LET C$=C$+Z$
9045 PRINT Z$;
9050 GO TO VAL "9010"
```

```
9100 IF C$="HELP" AND RND<VAL ".6" AND N
OT PEEK VAL "60028" THEN  PRINT "I CANNO
T HELP YOU NOW.": RETURN
9101 IF (C$="N" OR C$="NORTH") AND NO<>V
AL "0" THEN  FOR N=16 TO 14 STEP -1: PRI
NT AT N,26;" ": PRINT AT N-1,26;"s": FOR
 X=1 TO 5: NEXT X: NEXT N: GO TO VAL "10
00"+((NO-VAL "1")*VAL "100")
9102 IF (C$="S" OR C$="SOUTH") AND SO TH
EN  FOR N=16 TO 18: OVER 1: PRINT AT N,2
6;"s";AT N+1,26;"s": OVER 0: FOR X=1 TO
5: NEXT X: NEXT N: GO TO VAL "1000"+((SO
-VAL "1")*VAL "100")
9103 IF (C$="W" OR C$="WEST") AND WE THE
N  FOR N=26 TO 24 STEP -1: PRINT AT 16,N
;" ": PRINT AT 16,N-1;"s": FOR X=1 TO 5:
 NEXT X: NEXT N: GO TO VAL "1000"+((WE-V
AL "1")*VAL "100")
9104 IF (C$="E" OR C$="EAST") AND EA THE
N  FOR N=26 TO 28: OVER 1: PRINT AT 16,N
;"s";AT 16,N+1;"s": OVER 0: FOR X=1 TO 5
: NEXT X: NEXT N: GO TO VAL "1000"+((EA-
VAL "1")*VAL "100")
9105 IF C$="HELP" THEN  PRINT "THERE'S A
 SIMPLE SOLUTION RIGHT AT THE END OF YOU
R NOSE!": RETURN
9107 IF LEN C$>VAL "2" THEN  IF C$( TO V
AL "2")="WH" THEN  PRINT "LOOK HERE. I A
SK THE QUESTIONS  ROUND HERE.": RETURN
9108 IF C$="SAVE" THEN  SAVE "POSITION"
LINE (VAL "1000"+((R-VAL "1")*VAL "100")
): RETURN
9109 IF C$="LOAD" THEN  LOAD ""
9110 LET S=VAL "9510": LET G=VAL "11": G
O SUB VAL "9900"
9120 IF C$=X$ AND PEEK VAL "60000" AND P
EEK VAL "60001" THEN  PRINT "THE LADDER
IS NOW MENDED.": POKE VAL "60100",VAL "1
": RETURN
9130 LET S=VAL "9520": LET G=VAL "12": G
O SUB VAL "9900"
```

```
9140 IF C$=X$ AND PEEK VAL "60102" AND P
EEK VAL "60005" AND PEEK VAL "60004" THE
N  POKE VAL "60103",VAL "1": PRINT "YOU
LIGHT THE FIRE. SUDDENLY     ": RESTORE V
AL "9530": FOR N=VAL "1" TO VAL "39": RE
AD G: PRINT CHR$ G;: NEXT N: POKE VAL "6
0004",VAL "0": FOR N=VAL "1" TO VAL "150
": NEXT N: GO TO VAL "2200"
9141 IF C$=X$ AND PEEK VAL "60005" AND P
EEK VAL "60004" THEN  PRINT "YOU STRIKE
THE MATCH.....AND IT GOES OUT AGA
IN. THAT WAS A SILLY THING TO DO!": POKE
 VAL "60004",VAL "0": RETURN
9142 IF O(R)>VAL "0" THEN  GO TO VAL "89
00"
9143 IF LEN C$>VAL "2" AND C$<>"I" AND C
$<>"GET" AND O(R) THEN  GO TO VAL "8903"
9144 IF C$="I" THEN  GO TO VAL "8900"
9145 IF LEN C$>=VAL "3" THEN  IF OBJ=VAL
 "9" AND C$( TO VAL "3")="GET" THEN  PRI
NT "YOU ARE CARRYING TOO MUCH.": RETURN
9146 IF LEN C$>=VAL "3" THEN  IF C$( TO
VAL "3")="GET" THEN  PRINT "YOU CANNOT T
AKE THAT.": RETURN
9147 IF LEN C$>VAL "4" THEN  IF C$( TO V
AL "4")="DROP" THEN  GO TO VAL "8915"
9150 IF NOT PEEK VAL "60028" THEN  LET S
=VAL "9691": LET G=VAL "10": GO SUB VAL
"9900": IF C$=X$ THEN  LET S=VAL "9692":
 LET G=VAL "23": GO SUB VAL "9900": PRIN
T "YOU SEE THE ";J$(VAL "9"): PRINT X$:
PRINT "YOU REMOVE IT FROM ";X$(VAL "15"
TO ): POKE VAL "60028",VAL "1": RETURN
9155 LET JF=VAL "0": IF C$="J" THEN  PRI
NT "YOU HAVE THE FOLLOWING JEWELS:  ====
==========================": FOR N=VAL
"60020" TO VAL "60029": IF PEEK N THEN
LET JF=VAL "1": PRINT "  THE ";J$(N-VAL
"60019"): NEXT N: RETURN
```

```
9160 IF C$="J" THEN  NEXT N: IF NOT JF T
HEN  PRINT "    NONE.": RETURN
9165 IF C$="J" THEN  RETURN
9199 LET GH=VAL "1": RETURN
9300 IF C$="S" OR C$="SOUTH" OR C$="N" O
R C$="NORTH" OR C$="E" OR C$="EAST" OR C
$="W" OR C$="WEST" OR C$="U" OR C$="UP"
OR C$="D" OR C$="DOWN" THEN  PRINT "YOU
CANNOT GO THAT WAY.": RETURN
9302 IF LEN C$>3 THEN  IF C$( TO 4)="LOO
K" THEN  PRINT "I CANNOT SEE ANYTHING OF
       INTEREST IN THAT DIRECTION.": RE
TURN
9303 IF LEN C$>2 THEN  IF C$( TO 3)="EAT
" THEN  PRINT "DONT BE STUPID!": RETURN
9309 IF RND>VAL ".5" THEN  PRINT "YOU CA
NNOT DO THAT HERE.": RETURN
9310 IF RND>VAL ".5" THEN  PRINT "I CANN
OT ALLOW YOU TO DO THAT.": RETURN
9320 PRINT "SORRY, THAT IS NOT POSSIBLE.
": RETURN
9500 DATA VAL "89",VAL "79",VAL "85",VAL
 "32",VAL "70",VAL "73",VAL "78",VAL "68
",VAL "32",VAL "65",VAL "32",VAL "84",VA
L "82",VAL "65",VAL "80",VAL "68",VAL "7
9",VAL "79",VAL "82",VAL "84",VAL "72",V
AL "69",VAL "32",VAL "84",VAL "82",VAL "
65",VAL "80",VAL "68",VAL "79",VAL "79",
VAL "82",VAL "32",VAL "79",VAL "80",VAL
"69",VAL "78",VAL "83",VAL "46"
9510 DATA VAL "71",VAL "76",VAL "85",VAL
 "69",VAL "32",VAL "76",VAL "65",VAL "68
",VAL "68",VAL "69",VAL "82"
9520 DATA VAL "83",VAL "84",VAL "82",VAL
 "73",VAL "75",VAL "69",VAL "32",VAL "77
",VAL "65",VAL "84",VAL "67",VAL "72"
9530 DATA VAL "65",VAL "32",VAL "80",VAL
 "65",VAL "78",VAL "69",VAL "76",VAL "32
",VAL "83",VAL "76",VAL "73",VAL "68",VA
L "69",VAL "83",VAL "32",VAL "79",VAL "8
```

```
0",VAL "69",VAL "78",VAL "46",VAL "32",V
AL "89",VAL "79",VAL "85",VAL "32",VAL "
71",VAL "79",VAL "32",VAL "32",VAL "32",
VAL "32",VAL "32",VAL "84",VAL "72",VAL
"82",VAL "79",VAL "85",VAL "71",VAL "72"
9540 DATA VAL "76",VAL "79",VAL "79",VAL
 "75",VAL "32",VAL "85",VAL "80"
9550 DATA VAL "69",VAL "77",VAL "69",VAL
 "82",VAL "65",VAL "76",VAL "68"
9560 DATA VAL "77",VAL "65",VAL "71",VAL
 "78",VAL "73",VAL "70",VAL "89",VAL "73
",VAL "78",VAL "71",VAL "32",VAL "71",VA
L "76",VAL "65",VAL "83",VAL "83"
9570 DATA VAL "83",VAL "77",VAL "65",VAL
 "83",VAL "72",VAL "32",VAL "79",VAL "80
",VAL "69",VAL "78",VAL "32",VAL "84",VA
L "72",VAL "69",VAL "32",VAL "82",VAL "7
9",VAL "67",VAL "75"
9580 DATA VAL "83",VAL "77",VAL "65",VAL
 "83",VAL "72",VAL "32",VAL "82",VAL "79
",VAL "67",VAL "75"
9590 DATA VAL "87",VAL "73",VAL "84",VAL
 "72",VAL "32",VAL "84",VAL "72",VAL "69
",VAL "32",VAL "83",VAL "84",VAL "65",VA
L "75",VAL "69"
9595 DATA VAL "69",VAL "88",VAL "65",VAL
 "77",VAL "73",VAL "78",VAL "69",VAL "32
",VAL "87",VAL "65",VAL "76",VAL "76",VA
L "65",VAL "32",VAL "66",VAL "69",VAL "7
6",VAL "76",VAL "32",VAL "80",VAL "85",V
AL "83",VAL "72"
9600 DATA VAL "80",VAL "82",VAL "69",VAL
 "83",VAL "83",VAL "32",VAL "66",VAL "69
",VAL "76",VAL "76"
9610 DATA VAL "74",VAL "85",VAL "77",VAL
 "80",VAL "32",VAL "73",VAL "78",VAL "84
",VAL "79",VAL "32",VAL "80",VAL "73",VA
L "84"
9615 DATA VAL "71",VAL "82",VAL "65",VAL
"66",VAL "32",VAL "84",VAL "72",VAL "69
```

```
",VAL "32",VAL "79",VAL "80",VAL "65",VA
L "76"
9620 DATA VAL "76",VAL "65",VAL "78",VAL
 "68",VAL "32",VAL "79",VAL "78",VAL "32
",VAL "65",VAL "32",VAL "77",VAL "65",VA
L "84",VAL "84",VAL "82",VAL "69",VAL "8
3",VAL "83"
9625 DATA VAL "68",VAL "73",VAL "71",VAL
 "32",VAL "69",VAL "65",VAL "82",VAL "84
",VAL "72"
9630 DATA VAL "73",VAL "78",VAL "83",VAL
 "69",VAL "82",VAL "84",VAL "32",VAL "66
",VAL "65",VAL "84",VAL "84",VAL "69",VA
L "82",VAL "73",VAL "69",VAL "83"
9640 DATA VAL "85",VAL "83",VAL "69",VAL
 "32",VAL "80",VAL "76",VAL "65",VAL "78
",VAL "75"
9650 DATA VAL "69",VAL "88",VAL "65",VAL
 "77",VAL "73",VAL "78",VAL "69",VAL "32
",VAL "68",VAL "82",VAL "65",VAL "71",VA
L "79",VAL "78"
9691 DATA VAL "85",VAL "83",VAL "69",VAL
 "32",VAL "77",VAL "73",VAL "82",VAL "82
",VAL "79",VAL "82"
9692 DATA VAL "79",VAL "78",VAL "32",VAL
 "84",VAL "72",VAL "69",VAL "32",VAL "69
",VAL "78",VAL "68",VAL "32",VAL "79",VA
L "70",VAL "32",VAL "89",VAL "79",VAL "8
5",VAL "82",VAL "32",VAL "78",VAL "79",V
AL "83",VAL "69"
9693 DATA VAL "76",VAL "79",VAL "79",VAL
 "75",VAL "32",VAL "65",VAL "84",VAL "32
",VAL "83",VAL "67",VAL "82",VAL "69",VA
L "69",VAL "78"
9694 DATA VAL "80",VAL "82",VAL "69",VAL
 "83",VAL "83",VAL "32",VAL "69",VAL "78
",VAL "84",VAL "69",VAL "82",VAL "32",VA
L "79",VAL "78",VAL "32",VAL "84",VAL "7
2",VAL "73",VAL "83",VAL "32",VAL "83",V
AL "80",VAL "69",VAL "67",VAL "84",VAL "
82",VAL "85",VAL "77"
```

```
9696 DATA VAL "80",VAL "82",VAL "69",VAL
 "83",VAL "83",VAL "32",VAL "69",VAL "78
",VAL "84",VAL "69",VAL "82"
9698 DATA VAL "84",VAL "72",VAL "69",VAL
 "32",VAL "76",VAL "73",VAL "81",VAL "85
",VAL "73",VAL "68",VAL "32",VAL "71",VA
L "85",VAL "82",VAL "71",VAL "76",VAL "6
9",VAL "83"
9699 DATA VAL "82",VAL "69",VAL "77",VAL
 "79",VAL "86",VAL "69",VAL "32",VAL "80
",VAL "76",VAL "85",VAL "71"
9700 IF C$="KILL DRACULA" AND PEEK VAL "
60009" THEN  PRINT "YOU KILL DRACULA ";:
 RESTORE VAL "9590": FOR N=VAL "1" TO VA
L "14": READ A: PRINT CHR$ A;: NEXT N: P
RINT " YOU SEE THE ";J$(VAL "4"): POKE V
AL "60106",VAL "1": GO TO VAL "2210"
9705 IF C$="KILL DRACULA" AND NOT PEEK V
AL "60009" THEN  PRINT "YOU HAVE NOTHING
 TO USE ON HIM.": FOR N=VAL "1" TO VAL "
200": NEXT N
9710 PRINT "YOU WEREN'T QUICK ENOUGH.
    DRACULA RISES FROM HIS TOMB AND SINK
S HIS FANGS INTO YOUR NECK. YOU DIE."
9800 FOR N=VAL "1" TO VAL "150": NEXT N:
 PRINT "WOULD YOU LIKE TO BE
REINCARTED ? (Y/N)": GO SUB VAL "1016":
IF C$="Y" THEN  RUN
9810 IF C$="N" THEN  STOP
9820 PRINT "PLEASE TYPE Y OR N.": GO TO
VAL "9800"
9899 RESTORE S: LET X$="": FOR N=VAL "1"
 TO G: READ CHR: LET X$=X$+CHR$ CHR: NEX
T N: RETURN
```

2
Supertank

Scenario

The year is 2014, and two years have passed since the Great City Riots left London in its present derelict state, cluttered with crumbling and decaying houses, offices and shops, and littered with numerous abandoned cars and lorries.

You are sitting at home watching a rerun of the 1999 Oscar-winning film *Rocky 23*, when you receive a message from your old commanding officer informing you of a major crisis that is about to unfold. The terrorist group PPA have planted a large nuclear device somewhere in the maze, which was once a great and beautiful city, and such is its power that failure to defuse it in time will result in the total destruction of the South of England and the death of 61 million people.

As the youngest officer of the disbanded Tank Corps, you have been selected for the mission and have been given command of the only supertank left in existence. Your mission: enter London, locate the bomb and defuse it in time.

Hints on Entry

The program is very graphical with all relevant information about the current status being presented on the screen in diagrammatic form. Because of this, any errors made during the typing stage are likely to be in one of three main regions and these are listed below.

1) There are a great number of user-defined graphics and these, as usual, are represented by lower case letters. During the typing stage extra care should be taken to avoid omitting any of these special characters.
2) The data at the beginning of the program contain the new character set (see technique notes). These values must be entered carefully, as a single error or missing value will result in gibberish being displayed on the screen.
3) The final area of difficulty is the map section (lines 510–612) where the individual program lines are made up of spaces, user-defined graphics and blocks, representing the walls of the maze. To make things as clear as possible the blocks are shown in the listing as lower case 's' but should be entered using GRAPHICS CAPS SHIFT/8 (see Spectrum manual for details). The number of spaces is also vitally important and these should be checked with the character positions in the previous line.

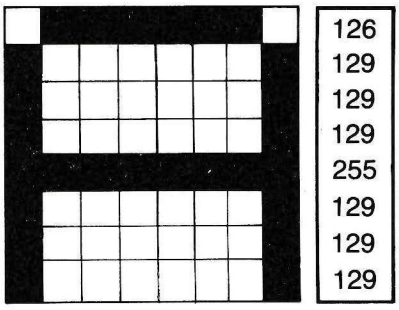
Techniques

When you play Supertank you will see that it is possible to create a personalized character set for use in your own programs, and this can help to create a futuristic or ancient atmosphere.

If you are familiar with creating user-defined graphics then creating your own characters will not pose any problems. The

following description should help if you are not very familiar with this procedure.

A character is made up of 8 bytes as shown in Fig. 1.



Letter A

Fig. 1.

The numbers obtained in the right-hand column are then poked into consecutive memory locations where the character set is to be stored.

The original set used by the Spectrum is stored in read-only memory (ROM) from location 15360 to 16128 and, because of the structure of ROM, these values cannot be altered. The first step, therefore, in defining a new character set is to transfer the original from ROM to some suitable location in random access memory (RAM) where it can be changed. (The top of memory from 63000 onwards is generally the best place.)

The following program can be used to perform this transfer:

```
10 LET ST=63000
20 FOR I = 0 TO 2040
30 POKE ST+I,PEEK(15360+I)
40 NEXT I
```

When transfer is complete, we must inform the computer that it should use the new character set, and this is achieved by changing the systems variables (CHARS) at locations 23606 and 23607 thus

```
POKE 23606,24
POKE 23607,246
```

The character set has now been transferred from ROM into RAM, and we are ready to start changing the characters by poking new values into the appropriate locations.

Example

Consider the problem of redefining the letter A to the above design. We must first decide where the representation of A starts within memory, and this can be found using

```
LET START=(CODE(A)*8)+63000
```

The new character can now be entered into memory by using the following short program:

```
10 LET START=(CODE(A)*8)+63000
20 FOR I = 0 TO 7
30 READ N
40 POKE START+I,N
60 NEXT I
70 STOP
80 DATA 126,129,129,129,255,129,129,129
```

The letter A has now been redefined and will appear as such in all listings and printings.

Playing Instructions

Load the game from tape and type RUN. There will be a short delay during which time the maze and the variables are initialized, and then you will be placed in the centre of the labyrinth.

The object of the game, as described in the scenario, is to reach and defuse the bomb within a certain time limit. At the beginning of each game you will be given a limited supply of food, fuel and other necessities, but it will be necessary to search for further supplies as the game progresses. The supplies are recognizable from the user-defined graphics shown in Fig. 2.

Commands

The only commands necessary to play the game are those pertaining to the control of the tank (see Table 2), and these can be

Fig. 2.

operated from the keyboard or by using the left-hand joystick on INTERFACE."

Table 2

Command	*Direction*
5	Fire
4	Up
3	Down
2	Right
1	Left

Listing

IMPORTANT

1) THIS PROGRAM SHOULD BE ENTERED USING CAPS LOCK.
2) ALL GRAPHICS CHARACTERS ARE INDICATED IN LOWER CASE LETTERS.

```
  5 POKE 23658,8
 10 INK 7: BRIGHT 1: PAPER 1: BORDER 1:
CLS : PRINT AT 4,11;"SUPERTANK";AT 7,10
;"SETTING  UP";AT 10,10;"PLEASE WAIT"
```

```
  20 FOR I=0 TO 768: POKE I+64256,PEEK (
I+15616): NEXT I
  30 POKE 23607,250
  40 FOR I=64521 TO 64729
  50 READ A: POKE I,A: NEXT I
  60 DATA 60,36,36,126,98,98,98,0,124,68
,68,126,98,98,126,0,126,66,66,96,96,98,1
26,0,126,66,66,98,98,98,126,0,126,64,64,
126,96,96,126,0,126,64,64,126,96,96,96,0
,126,66,64,102,98,98,126,0,66,66,66,126,
98,98,98,0,16,16,16,24,24,24,24,0
  70 DATA 4,4,4,6,70,70,126,0,68,68,68,1
26,98,98,98,0,64,64,64,96,96,96,126,0,12
6,74,74,106,106,106,106,0,126,66,66,98,9
8,98,98,0,126,66,66,98,98,98,126,0,126,6
6,66,126,96,96,96,0,126,66,66,98,98,110,
126,0,124,68,68,126,98,98,98,0,126,64,64
,126,6,6,126,0
  80 DATA 126,16,16,24,24,24,24,0,66,66,
66,98,98,98,126,0,98,98,98,98,36,36,60,0
,74,74,74,106,106,106,126,0,66,66,66,60,
98,98,98,0,66,66,66,126,24,24,24,0,126,2
,2,126,96,96,126,0
  90 DATA 0
 100 FOR I=64352 TO 64375: READ A: POKE
I,A: NEXT I
 110 DATA 0,0,0,0,0,24,24,48,0,0,0,126,1
26,0,0,0,0,0,0,0,0,24,24,0
 120 FOR I=64320 TO 64335: READ A: POKE
I,A: NEXT I
 130 DATA 0,12,24,24,24,24,12,0,0,48,24,
24,24,24,48,0
 140 FOR I=64264 TO 64271: READ A: POKE
I,A: NEXT I
 150 DATA 24,24,24,24,24,0,24,0
 160 FOR I=64464 TO 64471: READ A: POKE
I,A: NEXT I
 170 DATA 0,24,24,0,0,24,24,0
```

```
 180 FOR I=64488 TO 64495: READ A: POKE
I,A: NEXT I
 190 DATA 0,62,62,0,62,62,0,0
 200 FOR I=64504 TO 64511: READ A: POKE
I,A: NEXT I
 210 DATA 126,70,6,30,24,0,24,0
 220 FOR I=64736 TO 64743: READ A: POKE
I,A: NEXT I
 230 DATA 64,96,48,24,12,6,2,0
 240 FOR I=64384 TO 64463: READ A: POKE
I,A: NEXT I
 250 DATA 126,66,66,70,70,70,126,0,8,8,8
,24,24,24,24,0,126,66,2,126,96,96,126,0,
124,68,4,30,6,70,126,0,120,72,72,72,126,
24,24,0,126,64,64,126,6,70,126,0,126,64,
64,126,98,98,126,0,126,2,2,6,6,6,6,0,60,
36,36,126,70,70,126,0,126,66,66,126,6,6,
6,0
 260 FOR I=0 TO 7: READ A: POKE USR "F"+
I,A: NEXT I
 270 DATA 124,130,255,199,255,146,170,25
4
 280 FOR I=0 TO 7: READ A: POKE USR "D"+
I,A: NEXT I
 290 DATA 110,74,106,78,118,85,85,118
 300 FOR I=0 TO 7: READ A: POKE USR "U"+
I,A: NEXT I
 310 DATA 0,16,24,60,68,94,255,0
 320 FOR I=0 TO 7: READ A: POKE USR "L"+
I,A: NEXT I
 330 DATA 16,16,60,255,60,16,16,16
 340 FOR I=0 TO 7: READ A: POKE USR "B"+
I,A: NEXT I
 350 DATA 124,248,254,171,87,254,248,124
 360 FOR I=0 TO 7: READ A: POKE USR "C"+
I,A: NEXT I
 370 DATA 0,1,127,170,213,127,1,0
 380 FOR I=0 TO 7: READ A: POKE USR "M"+
I,A: NEXT I
```

```
 390 DATA 24,153,126,189,126,189,126,129
 400 FOR I=0 TO 7: READ A: POKE USR "N"+
I,A: NEXT I
 410 DATA 170,84,124,127,127,124,84,170
 420 FOR I=0 TO 7: READ A: POKE USR "O"+
I,A: NEXT I
 430 DATA 129,126,189,126,189,126,153,24
 440 FOR I=0 TO 7: READ A: POKE USR "P"+
I,A: NEXT I
 450 DATA 85,42,62,254,254,62,42,85
 500 DIM M$(64,88)
 501 FOR A=1 TO 5
 502 FOR I=1 TO 88: LET M$(A,I)="s": NEX
T I
 503 NEXT A
 504 FOR A=60 TO 64
 505 FOR I=1 TO 88: LET M$(A,I)="s": NEX
T I
 506 NEXT A
 510 LET M$(6)="sssssssls
s                              ls
       s            sssssss"
 512 LET M$(8)="sssssss ss s ssss s ssss
ssss s sd  s ssssssss    sss s   ssss s
 s   ssss ssss sssssssss"
 514 LET M$(9)="sssssss    s       s
     s s   s d   lsss         s s       s
 sfs  sds    s sssssssss"
 516 LET M$(10)="sssssss  ssss sssss s s
ssss  s sss ssssssss   su s s s sd s s s
  ssss s s ss s  lsssssss"
 518 LET M$(11)="sssssss     s        s
   s  s     ss s   s   ssss s s ssss sss
       s s ss s sssssssss"
 520 LET M$(12)="sssssss  s    ss     s
s  s  s s s ssssssss         s s
  s  sss s  s s  fsssssss"
 522 LET M$(13)="sssssss  s    s   sss
s       s s ss     s        s    s s
  s  s   s ss sssssssssss"
```

```
 524 LET M$(14)="sssssss  ssssss
s sss sss s ss s s sssssssss s s  s s s s
sss    sss  s     sssssss"
 526 LET M$(15)="sssssss sssssss ssssss
s sf  s   s ss s sd     sss   s  s sssls
    ss     ss s sssssssss"
 528 LET M$(16)="sssssss
s s sss sss    ssssss   s   sss  s  dsss
 sssssss s  s sssssssssss"
 530 LET M$(17)="sssssss ssssss ssss ss
  s s       ss       f     s      s   s
   sfsss s  s   sssssssss"
 532 LET M$(18)="sssssss s    s ssus
    s sssss ss ss ss  sss s s  s   sss
   s  ls ssss   sssssssss"
 534 LET M$(19)="sssssssss    s ss   s s
sss       s     s     ssd s ss   s
ssss sss      sssssssssss"
 536 LET M$(20)="sssssssssssss ss s s s
sss sssss s   s ssss  ss ss s  s sss ss
s ss ssss s   sssssssssss"
 538 LET M$(21)="sssssss s    s ssls s
 us sssss   sss
s          s     lssssssss"
 540 LET M$(22)="sssssss ssss s ssss sss
s s ss  s     s sss  ss sssss sssss sss
   s      s      sssssssss"
 542 LET M$(23)="sssssssssssss
    ss  sssss s lsss ds s sus s   s s ss
 s sssssss sssssssssss"
 544 LET M$(24)="sssssssls        s ss s
s s           s sss  ss s   s sssss s  s
 sss         sslsssssssss"
 546 LET M$(25)="sssssss s sssssss ss s
  sss s sssssss       s s s s s  us s ss
 s   s  s   ss sssssssss"
 548 LET M$(26)="ssssssf  sl   dss ss
 us   s sssssssss    ss s s s s s s sss
 s ssssssss     dsssssss"
```

```
 550 LET M$(27)="sssssssssss sss ss ssss
 ss sss  s         ss       s      s
ss           ssss ssssssss"
 552 LET M$(28)="sssssssssd   sssu      ss
  s s       s     s s    s s s s s  ss s
ss ssss sssssssss sssssssss"
 554 LET M$(29)="sssssssssssssssssss    ss
    s    s  s ssss ss  su lsu ls      s s
   s  s ssl        sssssss"
 556 LET M$(30)="sssssssssssss        ssss
ss  sss ssss ssss s   sssssssss       s s
s  s     sssssssss sssssss"
 558 LET M$(31)="ssssssss
    s   s    s    s                s s s ss
???s  sssssssssss sssssss"
 560 LET M$(32)="sssssss sssssssssssssss
sss s   s ssss ssss sss   ssss  sss s ss
s      ssssssss    sssssss"
 562 LET M$(33)="sssssss s sssssssssssss
sss     s            sss      s       s
          ssss ssssssssss"
 564 LET M$(34)="sssssss s sssssssssssss
sss     s            sss      s       s
          ssss ssssssssss"
 566 LET M$(35)="sssssss s
                      sss   sssss   s s
   s sssssssss sssssssss"
 568 LET M$(36)="sssssssss  s  s ssss ss
ss s  s ssss ssss  ssssss ssussss s s  s
ss s ss ssssss sssssssss"
 570 LET M$(37)="sssssss s  s  s s  s s
   s ss s    s  s  s                s  s
l       sss     dssssssss"
 571 LET M$(38)="sssssssss  ssss ssss s
ss ss   sss  ssss  s  s   sssssssssssss
ss sss  sssls s sssssssss"
 572 LET M$(39)="sssssss ss sf s su s s
   sfss s    s s   s  s s     slsslsslsl
ss sss  ssslsls sssssssss"
```

```
 574 LET M$(40)="sssssss ss s  s s  s ss
ss s  s ssss s ds  s  ssssss
   sssf   s sss sssssssss"
 576 LET M$(41)="ssssssssss        s
    s              s  ssssssss s  sss ss
 s sss ssssfsss sssssssss"
 578 LET M$(42)="sssssssslssssss s    s ss
    s s s  ss sss  s     s     ss  s  ss
 s     ssssfsu   lssssssss"
 580 LET M$(43)="sssssss  ssss s ssss  s
 ssss s    s    s  ssss  s sssssss   sss
ss sss   ssfs sssssssssss"
 582 LET M$(44)="ssssssss    d s s  s  s
 s    ssss s  s s  s  s    s       ssss
  ss  sssssss sssssssssss"
 584 LET M$(45)="ssssssss  s     s  ss s
 ss  sssssssss ssss  ssssss s sssssd  s
      sss     sssssssssss"
 586 LET M$(46)="sssssssssssss
  s   dssssss    ss ssssf  s  s ss   s ss
s s    sslsssussssssssssss"
 588 LET M$(47)="sssssss sssssss s s   s
s s      ss   s ssss  s     ss      s
  ssss ssss s  llsssssssss"
 590 LET M$(48)="sssssss s  s  s s sss s
f   s s     s s sssssssssss s    sssssss
ssss        sl   ssssssss"
 592 LET M$(49)="sssssss    s    s  s  s
  s s sssssss s   us        ssss     sss
ssss  s  s  sl c?sssssssss"
 594 LET M$(50)="sssssss s  s ssss  s ss
sssss    s    s    s   sssssss       sss
sssssssssss sssssssssssss"
 596 LET M$(51)="sssssss s     ssss   s
s sf  sssssssss ssss   s sd ss ss ssss
sss ssss ss    s  sssssss"
 598 LET M$(52)="sssssssssssssss    sss
s             s    s     sssss s  ssss
    ss   sssss s  sssssss"
```

```
 600 LET M$(53)="sssssss  sls     ss
  s sss s s s   s  s  ssssf ssss
sss         sss    sssssss"
 602 LET M$(54)="sssssss  s s s  ss s s
    s   s   s s s  ssssss   s      sss
s s sssss    ss s sssssss"
 604 LET M$(55)="sssssss       ss ssss s
 ssss   sssss s s       s sss   sssdssss
s s s   s ss ss s sssssss"
 606 LET M$(56)="sssssss sssssss s    s
  s sss s     s s ss    s       ssss s
  s s   s       s sssssss"
 608 LET M$(57)="sssssss  slsls  sd
s s     s sssss s ss       ssssss   s
    sss     sssss sssssss"
 610 LET M$(58)="sssssss  s s s sssssss
s   sssss s     s ss      sssf     sss s
sssss    ssssusss sssssss"
 612 LET M$(59)="sssssss  u u   ssl
                 s         s
 s       ssuuuuuuussssssss"
 900 CLS : PRINT AT 2,6;"GREETINGS-WELCO
ME";AT 4,14;"T O"
 902 PRINT AT 6,4;"mnop m  p mnop mnop m
nop"
 904 PRINT AT 7,4;"n    n  m n  m n    n
  m"
 906 PRINT AT 8,4;"opmn o  n opmn opm  o
pmn"
 908 PRINT AT 9,4;"   o p  o p    p    p
 n"
 910 PRINT AT 10,4;"mnop mnop m    mnop
m  p"
 912 PRINT AT 12,4;"  mnopo mnop m  p m
 p"
 914 PRINT AT 13,4;"    m   o  n no m n
p"
 916 PRINT AT 14,4;"    m   opmn op o po
"
```

```
 918 PRINT AT 15,4;"    n   p  o p no p
n"
 920 PRINT AT 16,4;"    o   m  p m  p m
 p"
 990 PRINT AT 20,6; FLASH 1;"PRESS ANY K
EY TO PLAY"; FLASH 0
 999 IF INKEY$="" THEN  GO TO 999
1000 INK 7: BRIGHT 1: PAPER 1: BORDER 1:
 CLS
1005 LET TI=0: LET FOOD1=0: LET TIME1=0:
 LET DAM1=0: LET FUEL1=0: LET LASER1=0
1010 PRINT AT 1,14;"FUEL LEFT";AT 5,14;"
LASER POWER";AT 10,1;"TIME LEFT";AT 14,1
;"DAMAGE";AT 14,17;"FOOD LEFT"
1020 INK 6: PLOT 111,152: DRAW 0,-9: DRA
W 137,0: DRAW 0,9: DRAW -137,0
1030 PLOT 111,120: DRAW 0,-9: DRAW 137,0
: DRAW 0,9: DRAW -137,0
1040 PLOT 7,16: DRAW 0,-9: DRAW 241,0: D
RAW 0,10: DRAW -241,0
1050 PLOT 7,48: DRAW 0,-9: DRAW 113,0: D
RAW 0,9: DRAW -113,0
1060 PLOT 135,48: DRAW 0,-9: DRAW 113,0:
 DRAW 0,9: DRAW -113,0
1070 PLOT 7,80: DRAW 0,-9: DRAW 241,0: D
RAW 0,9: DRAW -241,0
1080 PAPER 2: PRINT AT 3,14;"
       ": PAPER 4: PRINT AT 7,14;"
          "
1090 PAPER 3: PRINT AT 12,1;"
                    "
1100 PAPER 2: PRINT AT 16,1;"
    ": PAPER 4: PRINT AT 16,17;"
      "
1110 PAPER 1
1120 LET FUEL=137: LET LASER=137: LET TI
ME=241: LET DAM=113: LET FOOD=113: LET Y
=24: LET X=31: LET DIR=2
1130 GO SUB 8880
```

```
1135 PRINT AT 20,9;"INSTRUCTIONS ?
  "
1136 LET S$=INKEY$: IF INKEY$="" THEN  G
O TO 1136
1137 IF S$="Y" OR S$="Y" THEN  GO TO 400
0
1138 IF S$="N" OR S$="N" THEN  PRINT AT
20,9;"                    ": GO TO 1140
1139 GO TO 1136
1140 GO SUB 8890
1145 IF RND>.999 THEN  LET E$="MINE": GO
 TO 9000
1150 IF J$="" THEN : LET FOOD1=FOOD-1: G
O SUB 8000
1160 IF J$="5" THEN  GO SUB 8200: GO TO
1140
1170 IF J$="4" THEN  LET DIR=0: IF M$(Y-
1,X)<>"s" AND M$(Y-1,X)<>"l" THEN  LET Y
=Y-1: LET FUEL1=FUEL-1: GO SUB 8000: GO
SUB 8880: GO SUB 8300: GO SUB 8400: GO T
O 1140
1175 IF J$="4" THEN  GO SUB 8800: GO TO
1140
1180 IF J$="2" THEN  LET DIR=1: IF M$(Y,
X+1)<>"s" AND M$(Y,X+1)<>"l" THEN  LET X
=X+1: LET FUEL1=FUEL-1: GO SUB 8000: GO
SUB 8880: GO SUB 8300: GO SUB 8400: GO T
O 1140
1185 IF J$="2" THEN  GO SUB 8880: GO TO
1140
1190 IF J$="3" THEN  LET DIR=2: IF M$(Y+
1,X)<>"s" AND M$(Y+1,X)<>"l" THEN  LET Y
=Y+1: LET FUEL1=FUEL-1: GO SUB 8000: GO
SUB 8880: GO SUB 8300: GO SUB 8400: GO T
O 1140
1195 IF J$="3" THEN  GO SUB 8880: GO TO
1140
1200 IF J$="1" THEN  LET DIR=3: IF M$(Y,
```

```
X-1)<>"s" AND M$(Y,X-1)<>"l" THEN  LET X
=X-1: LET FUEL1=FUEL-1: GO SUB 8000: GO
SUB 8880: GO SUB 8300: GO SUB 8400: GO T
O 1140
1205 IF J$="1" THEN  GO SUB 8880: GO TO
1140
1210 GO SUB 8400
1220 IF TI=4 THEN  LET FOOD1=FOOD-1: GO
SUB 8000: LET TI=0
1230 LET TI=TI+1
1240 GO TO 1140
4000 LET C$="
     YOU, THE GREATEST WARRIOR OF OUR TI
ME HAVE BEEN GIVEN A DEADLY MISSION.....
.TO PENERTATE THE LETHAL LABYRINTH OF LA
RS AND DEFUSE THE NUCLEAR BOMB THAT HAS
BEEN PLACED SOMEWHERE IN IT.": GO SUB 81
00
4010 LET C$="TO HELP YOU, YOU HAVE BEEN
GIVEN A ~SUPERTANK~. THIS IS THE ONLY ME
ANS OF PROTECTION YOU WILL HAVE. ONCE IN
SIDE THE LABYRINTH YOU WILL HAVE TO PERI
ODICALLY COLLECT FUEL ~f~, FOOD ~d~ AND
RADIOACTIVE URANIUM TO BE USED IN YOUR L
ASERS ~u~.": GO SUB 8100
4015 LET C$="WHENEVER YOU ARE STATIONARY
, YOU WILL EAT FOOD.": GO SUB 8100
4020 LET C$="WATCH OUT FOR THE ENEMY LAS
ER POSITIONS ~l~, THEY WILL ALWAYS STRIK
E WHEN IN RANGE. ALSO WATCH OUT FOR THE
(BURIED) MINES!!!!": GO SUB 8100
4030 LET C$="MAKE YOUR WAY TO THE BOMB ~
c?~ AND DEFUSE IT.": GO SUB 8100
4040 LET C$="CONTROLS --------
       LEFT JOYSTICK CONTROLS MOVEMENT A
ND THE BUTTON FIRES YOUR LASERS.
                        KEYBOARD CONTROLS
 --------                                ~5~
```

```
 TO FIRE
~4~ TO MOVE UP
      ~3~ TO MOVE DOWN
            ~1~ TO MOVE LEFT
                  ~2~ TO MOVE RIGHT
                        GOOD LUCK
 ▯▯                ": GO SUB 8100
4050 GO TO 1140
8000 IF FUEL1=0 THEN  GO TO 8010
8002 PAPER 2: INK 1: BRIGHT 0
8004 FOR I=FUEL TO FUEL1 STEP -1
8006 PLOT 110+I,151: DRAW 0,-7
8008 NEXT I: LET FUEL=FUEL1: LET FUEL1=0
: PAPER 1: INK 7: BRIGHT 1: IF FUEL<=3 T
HEN  INK 7: PLOT 57,47: DRAW 0,-9: LET E
$="FUEL": GO TO 9000
8010 IF LASER1=0 THEN  GO TO 8020
8012 PAPER 4: INK 1: BRIGHT 0
8014 FOR I=LASER TO LASER1 STEP -1
8016 PLOT 110+I,119: DRAW 0,-7
8018 NEXT I: LET LASER=LASER1: LET LASER
1=0: PAPER 1: INK 7: BRIGHT 1: IF LASER<
=3 THEN  LET E$="LASER": GO TO 9000
8020 LET TIME1=TIME-1
8022 PAPER 3: INK 1: BRIGHT 0
8024 FOR I=TIME TO TIME1 STEP -1
8026 PLOT 6+I,79: DRAW 0,-7
8028 NEXT I: LET TIME=TIME1: LET TIME1=0
: PAPER 1: INK 7: BRIGHT 1: IF TIME<=3 T
HEN  LET E$="TIME": GO TO 9000
8030 IF DAM1=0 THEN  GO TO 8040
8032 PAPER 2: INK 1: BRIGHT 0
8034 FOR I=DAM TO DAM1 STEP -1
8036 PLOT 6+I,47: DRAW 0,-7
8038 NEXT I: LET DAM=DAM1: LET DAM1=0: P
APER 1: INK 7: BRIGHT 1: IF DAM<=3 THEN
 LET E$="DAM": GO TO 9000
8040 IF FOOD1=0 THEN  RETURN
8042 PAPER 4: INK 1: BRIGHT 0
```

```
8044>FOR I=FOODTO FOOD1STEP -1
8046 PLOT 134+I,47: DRAW 0,-7
8048 NEXT I: LET FOOD=FOOD1: LET FOOD1=0
: PAPER 1: INK 7: BRIGHT 1: IF FOOD<=3 T
HEN  LET E$="FOOD": GO TO 9000
8049 RETURN
8100 INK 7: BRIGHT 1: PAPER 1
8110 FOR I=1 TO LEN C$
8115 IF I>29 THEN  PRINT AT 20,1;C$(I-29
 TO I): BEEP .01,5: PAUSE 1: GO TO 8130
8120 PRINT AT 20,31-I;C$(1 TO I): BEEP
01,5: PAUSE 2
8130 NEXT I
8140 PAUSE 50: PRINT AT 20,1;"
                      ": RETURN
8200 IF DIR<>0 THEN  GO TO 8220
8202 FOR I=Y-1 TO Y-4 STEP -1
8204 IF M$(I,X)="c" OR M$(I,X)="b" OR M$
(I,X)="l" OR M$(I,X)="f" OR M$(I,X)="d"
OR M$(I,X)="s" OR M$(I,X)="u" THEN  GO T
O 8209
8207 IF M$(I,X)=" " THEN  NEXT I
8208 IF M$(I,X)=" " THEN  INK 2: PLOT 51
,144: DRAW 0,30: BEEP .1,40: INK 1: PLOT
 51,144: DRAW 0,30: LET LASER1=LASER-5:
LET Z=I: GO SUB 8000: RETURN
8209 IF I=Y-1 THEN  BEEP .1,40: LET LASE
R1=LASER-5: LET Z=I: GO SUB 8000: GO TO
8212
8210 INK 2: PLOT 51,144: DRAW 0,(((Y-I)-
1)*8)-1: BEEP .1,40: INK 1: PLOT 51,144:
 DRAW 0,(((Y-I)-1)*8)-1: LET Z=I: LET LA
SER1=LASER-5: GO SUB 8000
8212 LET I=Z: IF M$(I,X)="l" THEN  FOR J
=7 TO 1 STEP -1: INK J: PRINT AT 4-(Y-I)
,6;"l": BEEP .1,J: NEXT J: LET M$(I,X)="
 ": PRINT AT 4-(Y-I),6;" ": LET C$="LASE
R POSITION DESTROYED.": GO SUB 8100: RET
URN
```

```
8213 RETURN
8220 IF DIR<>2 THEN  GO TO 8240
8222 FOR I=Y+1 TO Y+4
8224 IF M$(I,X)="c" OR M$(I,X)="b" OR M$
(I,X)="l" OR M$(I,X)="f" OR M$(I,X)="d"
OR M$(I,X)="s" OR M$(I,X)="u" THEN  GO T
O 8229
8226 IF M$(I,X)=" " THEN  NEXT I
8227 IF I=Y+1 THEN  BEEP .1,40: LET LASE
R1=LASER-5: LET Z=I: GO SUB 8000: GO TO
8232
8228 IF M$(I,X)=" " THEN  INK 2: PLOT 51
,135: DRAW 0,-30: BEEP .1,40: INK 1: PLO
T 51,135: DRAW 0,-30: LET LASER1=LASER-5
: LET Z=I: GO SUB 8000: RETURN
8229 IF I=Y+1 THEN  BEEP .1,40: LET LASE
R1=LASER-5: LET Z=I: GO SUB 8000: GO TO
8232
8230 INK 2: PLOT 51,135: DRAW 0,-(((I-Y)
-1)*8)+2: BEEP .1,40: INK 1: PLOT 51,135
: DRAW 0,-(((I-Y)-1)*8)+2: LET Z=I: LET
LASER1=LASER-5: GO SUB 8000
8232 LET I=Z: IF M$(I,X)="l" THEN  FOR J
=7 TO 1 STEP -1: INK J: PRINT AT 4+(I-Y)
,6;"l": BEEP .1,J: NEXT J: PRINT AT 4+(I
-Y),6;" ": LET M$(I,X)=" ": LET C$="LASE
R POSITION DESTROYED.": GO SUB 8100: RET
URN
8233 RETURN
8240 IF DIR<>3 THEN  GO TO 8260
8242 FOR I=X-1 TO X-6 STEP -1
8244 IF M$(Y,I)="c" OR M$(Y,I)="b" OR M$
(Y,I)="l" OR M$(Y,I)="f" OR M$(Y,I)="d"
OR M$(Y,I)="s" OR M$(Y,I)="u" THEN  GO T
O 8249
8246 IF M$(Y,I)=" " THEN  NEXT I
8247 IF I=X-1 THEN  BEEP .1,40: LET LASE
R1=LASER-5: LET Z=I: GO SUB 8000: GO TO
8252
```

```
8248 IF M$(Y,I)=" " THEN  INK 2: PLOT 47
,140: DRAW -47,0: BEEP .1,40: INK 1: PLO
T 47,140: DRAW -47,0: LET LASER1=LASER-5
: LET Z=I: GO SUB 8000: RETURN
8249 IF I=X-1 THEN  BEEP .1,40: LET LASE
R1=LASER-5: LET Z=I: GO SUB 8000: GO TO
8252
8250 INK 2: PLOT 47,140: DRAW -((((X-I)-
1)*8)-2),0: BEEP .1,40: INK 1: PLOT 47,1
40: DRAW -((((X-I)-1)*8)-2),0: LET Z=I:
LET LASER1=LASER-5: GO SUB 8000
8252 LET I=Z: IF M$(Y,I)="l" THEN  FOR J
=7 TO 1 STEP -1: INK J: PRINT AT 4,6+(I-
X);"l": BEEP .1,J: NEXT J: PRINT AT 4,6+
(I-X): LET M$(Y,I)=" ": PAPER 1: LET DAM
=113: LET C$="LASER POSITION DESTRDYED."
: GO SUB 8100: RETURN
8253 RETURN
8260 REM
8262 FOR I=X+1 TO X+6
8264 IF M$(Y,I)="c" OR M$(Y,I)="b" OR M$
(Y,I)="l" OR M$(Y,I)="f" OR M$(Y,I)="d"
OR M$(Y,I)="s" OR M$(Y,I)="u" THEN  GO T
O 8269
8266 IF M$(Y,I)=" " THEN  NEXT I
8268 IF M$(Y,I)=" " THEN  INK 2: PLOT 56
,140: DRAW 47,0: BEEP .1,40: INK 1: PLOT
 56,140: DRAW 47,0: LET LASER1=LASER-5:
LET Z=I: GO SUB 8000: RETURN
8269 IF I=X+1 THEN  BEEP .1,40: LET LASE
R1=LASER-5: LET Z=I: GO SUB 8000: GO TO
8272
8270 INK 2: PLOT 56,140: DRAW (((I-X)-1)
*8)-2,0: BEEP .1,40: INK 1: PLOT 56,140:
 DRAW (((I-X)-1)*8)-2,0: LET Z=I: LET LA
SER1=LASER-5: GO SUB 8000
8272 LET I=Z: IF M$(Y,I)="l" THEN  FOR J
=7 TO 1 STEP -1: INK J: PRINT AT 4,6+(I-
X);"l": BEEP .1,J: NEXT J: PRINT AT 4,6+
(I-X);" ": LET M$(Y,I)=" ": LET C$="LASE
```

```
R POSITION DESTROYED.": GO SUB 8100: RET
URN
8273 RETURN
8300 IF M$(Y,X)="f" THEN  LET FUEL=137:
PAPER 2: PRINT AT 3,14;"
 ": PAPER 1: LET C$="YOU HAVE RENEWED YO
UR FUEL STORE": GO SUB 8100: LET M$(Y,X)
=" ": RETURN
8305 IF M$(Y,X)="d" THEN  LET FOOD=113:
PAPER 4: PRINT AT 16,17;"                 "
: PAPER 1: LET C$="YOU HAVE RENEWED YOUR
 FOOD STORE.":: GO SUB 8100: LET M$(Y,X)
=" ": RETURN
8310 IF M$(Y,X)="u" THEN  LET LASER=137:
 PAPER 4: PRINT AT 7,14;"
  ": PAPER 1: LET C$="YOU HAVE RENEWED Y
OUR STORE OF RADIOACTIVE URANIUM.": GO S
UB 8100: LET M$(Y,X)=" ": RETURN
8320 IF M$(Y,X)="c" OR M$(Y,X)="b" THEN
 GO TO 9400
8330 RETURN
8400 FOR I=X-1 TO X-6 STEP -1
8405 IF M$(Y,I)="s" OR M$(Y,I)="d" OR M$
(Y,I)="f" OR M$(Y,I)="u" OR M$(Y,I)="c"
OR M$(Y,I)="b" THEN  GO TO 8440
8410 IF M$(Y,I)=" " THEN  NEXT I
8411 IF M$(Y,I)<>"l" THEN  GO TO 8440
8415 IF I=X-1 THEN  BEEP .1,40: GO TO 84
30
8420 INK 2: PLOT ((I-X)+7)*8,140: DRAW 4
7-(((I-X)+7)*8)-1,0
8425 INK 1: BEEP .1,40: PLOT ((I-X)+7)*8
,140: DRAW 47-(((I-X)+7)*8)-1,0
8430 LET DAM1=DAM-INT (10*RND): GO SUB 8
000
8435 LET C$="HIT BY LASER FIRE!!": GO SU
B 8100
8440 FOR I=X+1 TO X+6
8445 IF M$(Y,I)="s" OR M$(Y,I)="d" OR M$
(Y,I)="f" OR M$(Y,I)="u" OR M$(Y,I)="c"
```

```
OR M$(Y,I)="b" THEN  GO TO 8480
8451 IF M$(Y,I)=" " THEN  NEXT I
8453 IF M$(Y,I)<>"l" THEN  GO TO 8480
8455 IF I=X+1 THEN  BEEP .1,40: GO TO 84
70
8460 INK 2: PLOT 56,140: DRAW ((I-X)*8)-
10,0
8465 INK 1: BEEP .1,40: PLOT 56,140: DRA
W ((I-X)*8)-10,0
8470 LET DAM1=DAM-INT (10*RND): GO SUB 8
000
8475 LET C$="HIT BY LASER FIRE!!": GO SU
B 8100
8480 FOR I=Y+1 TO Y+4
8485>IF M$(I,X)="s"OR M$(I,X)="d"OR M$(I
,X)="f"OR M$(I,X)="u"OR M$(I,X)="c"OR M$
(I,X)="b"THEN GO TO 8520
8490 IF M$(I,X)=" " THEN  NEXT I
8491 IF M$(I,X)<>"l" THEN  GO TO 8520
8495 IF I=Y+1 THEN  BEEP .1,40: GO TO 85
10
8500 INK 2: PLOT 51,135: DRAW 0,-(((I-Y)
-1)*8)+1
8505 INK 1: BEEP .1,40: PLOT 51,135: DRA
W 0,-(((I-Y)-1)*8)+1
8510 LET DAM1=DAM-INT (10*RND): GO SUB 8
000
8515 LET C$="HIT BY LASER FIRE!!": GO SU
B 8100
8520 FOR I=Y-1 TO Y-4 STEP -1
8525 IF M$(I,X)="s" OR M$(I,X)="d" OR M$
(I,X)="f" OR M$(I,X)="u" OR M$(I,X)="c"
OR M$(I,X)="b" THEN  RETURN
8530 IF M$(I,X)=" " THEN  NEXT I
8532 IF M$(I,X)<>"l" THEN  RETURN
8535 IF I=Y-1 THEN  BEEP .1,40: GO TO 85
50
8540 INK 2: PLOT 51,144: DRAW 0,-(((I-Y)
+1)*8)-1
```

```
8545 INK 1: BEEP .1,40: PLOT 51,144: DRA
W 0,-(((I-Y)+1)*8)-1
8550 LET DAM1=DAM-INT (10*RND): GO SUB 8
000
8555 LET C$="HIT BY LASER FIRE!!": GO SU
B 8100: RETURN
8880 INK 7: BRIGHT 1: FOR I=Y-4 TO Y+4
8881 PRINT AT Y-(I+4),0;M$(I)(X-6 TO X+6
)
8882 NEXT I
8883 IF DIR=0 THEN  PRINT AT 4,6;"m"
8884 IF DIR=1 THEN  PRINT AT 4,6;"n"
8885 IF DIR=2 THEN  PRINT AT 4,6;"o"
8886 IF DIR=3 THEN  PRINT AT 4,6;"p"
8887 RETURN
8890 LET J$=INKEY$
8895 RETURN
9000 FOR I=7 TO 1 STEP -1: INK I
9010 IF DIR=0 THEN  PRINT AT 4,6;"m"
9015 IF DIR=1 THEN  PRINT AT 4,6;"n"
9020 IF DIR=2 THEN  PRINT AT 4,6;"o"
9025 IF DIR=3 THEN  PRINT AT 4,6;"p"
9030 BEEP .2,I
9035 NEXT I
9040 IF E$="FUEL" THEN  LET C$="YOU RAN
OUT OF FUEL.
    GAME OVER.           ": GO SUB 8100:
GO TO 9100
9045 IF E$="LASER" THEN  LET C$="YOU RAN
 OUT OF LASER POWER.
            GAME OVER.           ": GO SU
B 8100: GO TO 9100
9050 IF E$="TIME" THEN  LET C$="YOU RAN
OUT OF TIME AND THE BOMB BLEW UP.
                          GAME OVER.
     ": GO SUB 8100: GO TO 9100
9055 IF E$="FOOD" THEN  LET C$="YOU RAN
OUT OF FOOD.
    GAME OVER.           ": GO SUB 8100:
```

```
GO TO 9100
9060 IF E$="DAM" THEN  LET C$="YOU TOOK
TOO MUCH DAMAGE.
       GAME OVER.           ": GO SUB 81
00
9065 IF E$="MINE" THEN  LET C$="YOU HIT
A MINE, BAD LUCK ¤¤, YOU WERE BLOWN TO V
ERY LITTLE BITS ¤¤¤.
            GAME OVER.           ": GO SU
B 8100
9100 LET SCORE=INT (80-X)+(49-Y): IF SCO
RE=1 THEN  LET SCORE=0
9101 LET SCORE=100-SCORE
9102 PRINT AT 20,1;"           SCORE ";SC
ORE;"x": FOR I=1 TO 200: NEXT I
9109 PRINT AT 20,10;"PLAY AGAIN ?"
9110 IF INKEY$="Y" OR INKEY$="Y" THEN  L
ET C$="PLEASE WAIT - SETTING UP MAP.": G
O SUB 8100: GO TO 500
9120 IF INKEY$="N" OR INKEY$="N" THEN  N
EW
9130 GO TO 9110
9400 BEEP .25,28: BEEP .25,28: BEEP .3,2
8: BEEP .25,26: BEEP .25,24: BEEP .25,24
: BEEP .3,24: BEEP .25,23: BEEP .25,21:
BEEP .3,21: BEEP .25,24: BEEP .3,24: BEE
P .8,28
9410 LET C$="WELL DONE ¤¤¤¤  YOU HAVE SA
FELY DEFUSED THE BOMB
              ": GO SUB 8100: GO TO 9100
```

3
Dragon

Scenario

Many aeons ago in the mystic folds of time, there lived an insignificant little wizard. He spent most of his time dabbling in white magic, until one great day, while taking a walk on the ethereal plane, he stumbled upon the all-powerful weapon The Sword of Roac; a weapon forged in the fires of everlasting light by the great god Roac. After many battles and victories however, the wizard became extremely lazy, and the powerful sword became unused and was eventually lost.

Much later, the sword was found and used by the fearsome Evil Overlord to his own wicked end. It is your task, Oh mighty warrior, to regain control of the sword and to protect the future of civilization — but beware, to gain possession of the sword you must first destroy the Evil Overlord.

Hints on Entry

The program is very long and takes up the majority of the 48K of RAM. It is relatively simple to enter provided special care is taken with the map (lines 15–255) and the spaces in the lines containing special textual messages. The map contains mostly spaces and full stops, and these should be entered very carefully noting that each line should contain 50 characters.

When the program has been completely entered and checked it should be saved on tape using the command

```
SAVE "DRAGON" LINE 5
```

After which, the loading and running of the program should be automatic.

Techniques

If you have entered some of the programs found in this and other books, you will have no doubt noticed that some stunning effects and graphics can be created using the two simple commands PLOT and DRAW.

The screen display on your computer is made up of pixels (dots) which can be turned on or off. This process is controlled by switching between the paper and the ink colours, and using the PLOT command as follows:

```
PLOT 150,149
```

This will plot a single pixel at (150,149) using the current ink colour; this pixel can be removed, if necessary, by changing the ink colour to the paper colour and replotting the point.

The following simple routine will cause a single pixel to flash on and off:

```
10 PAPER 0
20 INK 7
30 PLOT 100,50
40 INK 0
50 PLOT 100,50
60 GOTO 20
```

As well as individual points, lines can be drawn on the screen; this is achieved by using the DRAW command. This command will produce a line from the current plot position in a direction specified by its two parameters.

Example

To draw a line from 10,10 to 20,15 we would require two statements

```
PLOT 10,10
DRAW 10,5
```

The first statement sets the screen position and the second draws the line.

To anyone familiar with mathematical notation, the parameters of a DRAW command are rather like a column vector written in co-ordinate form. As with a vector, the parameters can be positive (up and right), negative (down and left) or zero which produces a vertical or horizontal line.

The DRAW command can also be used to construct curves, provided an extra parameter is included to indicate the amount of curvature (given in radians). Remember that there are 2 PI radians in a circle, so to construct a semicircle the following command would be used:

```
DRAW 50,10,PI
```

Some of the special effects which can be achieved using the PLOT and DRAW commands are to be seen in the title screen of the program.

Playing Instructions

The object of the game is to find the Sword of Roac, but before you can do this, you must complete a series of tasks. The first of these is to find the Key, which allows entry into the room where the sword is hidden. Another task being to gain enough experience, by killing monsters, to defeat the Overlord.

Monsters

During your travels through the maze you will encounter a number of monsters, a few of which are described below.

DRAGONS	These are the most powerful, and it is unwise to attempt to kill them without some kind of special weapon. Unfortunately, once cornered, they will not let you escape so it is imperative for you to locate and memorize the position of the dragon's lairs.
MINOTAURS	These half-man, half-bull creatures should not cause too many problems for a mighty warrior like yourself.
UNICORNS	An unknown entity, friendly or dangerous, you will never know.

When you encounter and attack a monster, the outcome of the combat will depend on several factors.

STRENGTH	This concerns your general physical condition and decreases during the game. It can be replenished by eating a meal, but you only have ten meals available, so use them wisely.
AGILITY	This concerns your ability to move quickly during combat and to make quick escapes if necessary.
SKILL	This is your general level of fighting ability and remains constant throughout the game.
EXPERIENCE	This improves with every battle you win. A great deal of experience will be required for combat with the Evil Overlord.

All these parameters are taken into consideration during combat, and their values should be watched carefully throughout the game.

Commands

Although this game is graphical in nature, with a three-dimensional maze shown on the screen, many of the commands are entered in a manner similar to that of purely textual adventures, and some of them are described below.

TAKE	Used to pick up an object in front of you.
OPEN	Used to open a door, chest, gate, etc.
UNLOCK	Used to unlock a door, chest, gate, etc.
EAT	This will increase your strength, but remember you only have ten meals.
KILL	This command, when used on its own, will initialize unarmed combat with a monster. If a weapon is to be used, then it should be stated, e.g. kill dragon with sword.
ASK	This can be used to ascertain useful information from friendly characters.
SAVE	Saves the game at the current position.
LOAD	Loads a previously saved game from tape.

Movement

There are four commands relating to movement around the maze, and these are shown in Table 3.

Table 3

Command	*Direction*
W/WEST	Move or face west
N/NORTH	Move or face north
E/EAST	Move or face east
S/SOUTH	Move or face south

Listing

IMPORTANT

1) THIS PROGRAM SHOULD BE ENTERED USING CAPS LOCK.
2) SPACES WITHIN THE TEXT SHOULD BE ENTERED AS LISTED.

```
 5 CLEAR
 6 POKE 23698,8
10 LET A$="..........................
.........................."
15 LET A$=A$+"..........................
.........................."
20 LET A$=A$+"...........  H         .
.......       .. H  H .  ."
30 LET A$=A$+"..M   G...      .  C   .G
. S  . ..... .. H H  .  ."
40 LET A$=A$+".        ... ... .. ......
.. ... .  Z  ..H  T H...."
50 LET A$=A$+". .   ....  .. .. .  Q .
        .......D.....  ."
60 LET A$=A$+". ........  ..S ..M . Q
...  .. ........ ..     ."
70 LET A$=A$+". .......   ...   Q .
.  C  .       C  .  .   ."
80 LET A$=A$+"............... ... ....
  ... .  ... .....  . I ."
90 LET A$=A$+".I       .......      . ..
.   .     ......      ....."
100 LET A$=A$+"......   Z      ..... .S
... . ....I   Z  .  ....."
110 LET A$=A$+"......           M
  . .    .    ....  ....."
120 LET A$=A$+"......  ...... ...... .
.. .E... Q  .. ..........."
130 LET A$=A$+"....... .G        .C  .
.. .   . ..... ....  ....."
140 LET A$=A$+".  G... ..... .E . . .
..... . ...G  ..     ....."
150 LET A$=A$+". . ...       .    . . .G
    . .  .. .... .. ....."
160 LET A$=A$+". . ... ..... .... . ..
... . .   .      ..P....."
170 LET A$=A$+". U         C     K .
    . ..  .....  ........"
```

```
 180 LET A$=A$+". ...  . . . .     .....
..  ..  .  .....  ..        "
 190 LET A$=A$+". ...  .G  . ....   .  C
..   .. .          ..... ."
 200 LET A$=A$+". ...  ..... .... .   .
..... .  .........P... ."
 210 LET A$=A$+". ...  ..... .... .   .
..... .  .........P... ."
 220 LET A$=A$+". .... .   E .... .....
..  Ƶ   .  ......... ...L."
 230 LET A$=A$+". ....    .... Ƶ  ......
........ ......... ....."
 240 LET A$=A$+". ....S   ....  ........
..          H   .       .."
 250 LET A$=A$+".....................
.........................."
 255 LET A$=A$+".....................
.........................."
 900 GO SUB 9200
1000 PAPER 0: INK 6: BORDER 0: CLS
1010 PLOT 7,63: DRAW 247,0: DRAW 0,105:
DRAW -247,0: DRAW 0,-105: PLOT 7,63: DRA
W 247,0: PLOT 160,168: DRAW 0,-104
1020 INK 7: BRIGHT 1: PRINT AT 2,21;"STR
ENGTH";AT 3,28;"100";AT 4,21;"AGILITY";A
T 5,28;"100";AT 6,21;"SKILL";AT 7,28;" 1
0";AT 8,21;"MEALS";AT 9,28;" 10";AT 10,2
1;"EXPERIENCE";AT 11,28;"  0"
1030 LET O=1252
1035 LET FALL=0
1040 LET D$="N": LET ST=100: LET DEX=100
: LET SKI=10: LET MEA=10: LET EXP=0: LET
 DS=0: LET KOR=0: LET MON=0: LET QUEST=0
1100 GO SUB 2000
1110 GO TO 4000
1999 STOP
2000 INK 0: FOR I=1 TO 13: PRINT AT I,1;
"                          ": NEXT I: INK 7: BR
IGHT 1: IF D$<>"N" THEN  GO TO 2100
```

```
2002 PRINT AT 2,8;"NORTH": IF A$(O-50)="
." THEN  GO TO 2010
2004 IF A$(O-51)="." THEN  PLOT 52,136:
DRAW 20,-8: DRAW 0,-24: DRAW -20,-8
2005 IF A$(O-49)="." THEN  PLOT 115,136:
 DRAW -20,-8: DRAW 0,-24: DRAW 20,-8
2006 IF A$(O-51)<>"." THEN  PLOT 52,128:
 DRAW 20,0: PLOT 52,128: DRAW 0,-24: PLO
T 52,104: DRAW 20,0: IF A$(O-100)<>"." T
HEN  PLOT 72,128: DRAW 0,-24
2007 IF A$(O-49)<>"." THEN  PLOT 97,128:
 DRAW 18,0: PLOT 115,128: DRAW 0,-24: PL
OT 97,104: DRAW 18,0: IF A$(O-100)<>"."
THEN  PLOT 97,128: DRAW 0,-24
2008 IF A$(O-100)="." THEN  PLOT 72,128:
 DRAW 24,0: PLOT 72,104: DRAW 24,0
2010 IF A$(O-1)="." THEN  PLOT 8,152: DR
AW 44,-16: DRAW 0,-40: DRAW -44,-16
2020 IF A$(O+1)="." THEN  PLOT 159,152:
DRAW -44,-16: DRAW 0,-40: DRAW 44,-16
2040 IF A$(O-1)<>"." THEN  PLOT 8,136: D
RAW 44,0: PLOT 8,96: DRAW 44,0: PLOT 52,
136: DRAW 0,-40
2050 IF A$(O+1)<>"." THEN  PLOT 115,136:
 DRAW 44,0: PLOT 115,96: DRAW 44,0: PLOT
 115,136: DRAW 0,-40
2060 IF A$(O-50)="." THEN  PLOT 52,136:
DRAW 63,0: PLOT 52,96: DRAW 63,0
2070 RETURN
2100 IF D$<>"S" THEN  GO TO 2200
2102 PRINT AT 2,8;"SOUTH": IF A$(O+50)="
." THEN  GO TO 2110
2104 IF A$(O+51)="." THEN  PLOT 52,136:
DRAW 20,-8: DRAW 0,-24: DRAW -20,-8
2105 IF A$(O+49)="." THEN  PLOT 115,136:
 DRAW -20,-8: DRAW 0,-24: DRAW 20,-8
2106 IF A$(O+51)<>"." THEN  PLOT 52,128:
 DRAW 20,0: PLOT 52,128: DRAW 0,-24: PLO
T 52,104: DRAW 20,0: IF A$(O+100)<>"." T
HEN  PLOT 72,128: DRAW 0,-24
```

```
2107 IF A$(O+49)<>"." THEN  PLOT 97,128:
 DRAW 18,0: PLOT 115,128: DRAW 0,-24: PL
OT 97,104: DRAW 18,0: IF A$(O+100)<>"."
THEN  PLOT 97,128: DRAW 0,-24
2108 IF A$(O+100)="." THEN  PLOT 72,128:
 DRAW 24,0: PLOT 72,104: DRAW 24,0
2110 IF A$(O+1)="." THEN  PLOT 8,152: DR
AW 44,-16: DRAW 0,-40: DRAW -44,-16
2120 IF A$(O-1)="." THEN  PLOT 159,152:
DRAW -44,-16: DRAW 0,-40: DRAW 44,-16
2140 IF A$(O+1)<>"." THEN  PLOT 8,136: D
RAW 44,0: PLOT 8,96: DRAW 44,0: PLOT 52,
136: DRAW 0,-40
2150 IF A$(O-1)<>"." THEN  PLOT 115,136:
 DRAW 44,0: PLOT 115,96: DRAW 44,0: PLOT
 115,136: DRAW 0,-40
2160 IF A$(O+50)="." THEN  PLOT 52,136:
DRAW 63,0: PLOT 52,96: DRAW 63,0
2170 RETURN
2200 IF D$<>"W" THEN  GO TO 2300
2202 PRINT AT 2,8;"WEST": IF A$(O-1)="."
 THEN  GO TO 2210
2204 IF A$(O+49)="." THEN  PLOT 52,136:
DRAW 20,-8: DRAW 0,-24: DRAW -20,-8
2205 IF A$(O-51)="." THEN  PLOT 115,136:
 DRAW -20,-8: DRAW 0,-24: DRAW 20,-8
2206 IF A$(O+49)<>"." THEN  PLOT 52,128:
 DRAW 20,0: PLOT 52,128: DRAW 0,-24: PLO
T 52,104: DRAW 20,0: IF A$(O-2)<>"." THE
N  PLOT 72,128: DRAW 0,-24
2207 IF A$(O-51)<>"." THEN  PLOT 97,128:
 DRAW 18,0: PLOT 115,128: DRAW 0,-24: PL
OT 97,104: DRAW 18,0: IF A$(O-2)<>"." TH
EN  PLOT 97,128: DRAW 0,-24
2208 IF A$(O-2)="." THEN  PLOT 72,128: D
RAW 24,0: PLOT 72,104: DRAW 24,0
2210 IF A$(O+50)="." THEN  PLOT 8,152: D
RAW 44,-16: DRAW 0,-40: DRAW -44,-16
2220 IF A$(O-50)="." THEN  PLOT 159,152:
```

```
 DRAW -44,-16: DRAW 0,-40: DRAW 44,-16
2240 IF A$(O+50)<>"." THEN  PLOT 8,136:
DRAW 44,0: PLOT 8,96: DRAW 44,0: PLOT 52
,136: DRAW 0,-40
2250 IF A$(O-50)<>"." THEN  PLOT 115,136
: DRAW 44,0: PLOT 115,96: DRAW 44,0: PLO
T 115,136: DRAW 0,-40
2260 IF A$(O-1)="." THEN  PLOT 52,136: D
RAW 63,0: PLOT 52,96: DRAW 63,0
2270 RETURN
2302 PRINT AT 2,8;"EAST": IF A$(O+1)="."
 THEN  GO TO 2310
2304 IF A$(O-49)="." THEN  PLOT 52,136:
DRAW 20,-8: DRAW 0,-24: DRAW -20,-8
2305 IF A$(O+51)="." THEN  PLOT 115,136:
 DRAW -20,-8: DRAW 0,-24: DRAW 20,-8
2306 IF A$(O-49)<>"." THEN  PLOT 52,128:
 DRAW 20,0: PLOT 52,128: DRAW 0,-24: PLO
T 52,104: DRAW 20,0: IF A$(O+2)<>"." THE
N  PLOT 72,128: DRAW 0,-24
2307 IF A$(O+51)<>"." THEN  PLOT 97,128:
 DRAW 18,0: PLOT 115,128: DRAW 0,-24: PL
OT 97,104: DRAW 18,0: IF A$(O+2)<>"." TH
EN  PLOT 97,128: DRAW 0,-24
2308 IF A$(O+2)="." THEN  PLOT 72,128: D
RAW 24,0: PLOT 72,104: DRAW 24,0
2310 IF A$(O-50)="." THEN  PLOT 8,152: D
RAW 44,-16: DRAW 0,-40: DRAW -44,-16
2320 IF A$(O+50)="." THEN  PLOT 159,152:
 DRAW -44,-16: DRAW 0,-40: DRAW 44,-16
2340 IF A$(O-50)<>"." THEN  PLOT 8,136:
DRAW 44,0: PLOT 8,96: DRAW 44,0: PLOT 52
,136: DRAW 0,-40
2350 IF A$(O+50)<>"." THEN  PLOT 115,136
: DRAW 44,0: PLOT 115,96: DRAW 44,0: PLO
T 115,136: DRAW 0,-40
2360 IF A$(O+1)="." THEN  PLOT 52,136: D
RAW 63,0: PLOT 52,96: DRAW 63,0
2370 RETURN
```

```
4000 LET J$="": PRINT AT 15,1; INK 7; BR
IGHT 1;">"
4005 PRINT AT 15,2;"
          ": FOR I=16 TO 21: PRINT AT I
,0;"                                    ": N
EXT I
4010 LET K$=INKEY$: IF K$="" THEN  GO TO
 4010
4020 BEEP .05,30
4030 IF CODE K$=13 THEN  GO TO 4100
4040 IF CODE K$=12 AND J$="" THEN  GO TO
 4000
4050 IF CODE K$=12 THEN  LET J$=J$(1 TO
(LEN J$-1)): FOR I=15 TO 21: PRINT AT I,
0;"                                     ": NE
XT I: PRINT AT 15,1;">";J$: GO TO 4010
4052 LET J$=J$+K$
4060 PRINT AT 15,2;J$
4070 GO TO 4010
4100 LET J$=J$+" ": LET LAST=1: DIM Q$(2
0,20)
4120 LET V=1: FOR I=1 TO LEN J$
4122 IF J$(I)=" " THEN  LET Q$(V)=J$(LAS
T TO I-1): LET LAST=I+1: LET V=V+1
4125 NEXT I
4142 FOR I=1 TO V-1
4143 IF Q$(I)(1 TO 3)="THE" THEN  FOR H=
I+1 TO V: LET Q$(H-1)=Q$(H): NEXT H
4144 NEXT I
4145 GO TO 4200
4150 LET RND=RND: IF RND>.8 THEN  PRINT
AT 21,2;"I DO NOT UNDERSTAND, RETYPE": F
OR I=1 TO 50: NEXT I: GO TO 4000
4160 IF RND>.6 THEN  PRINT AT 21,2;"I DI
D NOT HEAR YOU, TRY AGAIN": FOR I=1 TO 5
0: NEXT I: GO TO 4000
4170 PRINT AT 21,2;"PARDON ?": FOR I=1 T
O 50: NEXT I: GO TO 4000
4200 IF MON=1 AND A$(0)="S" AND Q$(1)(1
```

```
TO 4)<>"KILL" THEN  GO SUB 9800: PRINT A
T 16,2;"THE OVERLORD DRIVES HIS SWORD
INTO YOUR HEART. YOU ARE DEAD": GO TO 95
00
4205 IF Q$(1)(1 TO 4)="LOOK" THEN  GO TO
 4400
4210 IF Q$(1)(1 TO 4)="TAKE" THEN  GO TO
 4500
4220 IF Q$(1)(1 TO 4)="OPEN" THEN  GO TO
 4600
4230 IF Q$(1)(1 TO 6)="UNLOCK" THEN  GO
TO 4700
4240 IF Q$(1)(1 TO 3)="EAT" THEN  GO TO
4800
4260 IF Q$(1)(1 TO 4)="QUIT" THEN  NEW
4270 IF Q$(1)(1 TO 4)="SAVE" THEN  GO TO
 5100
4280 IF Q$(1)(1 TO 4)="LOAD" THEN  GO TO
 5200
4290 IF Q$(1)(1 TO 4)="KILL" THEN  GO TO
 5300
4300 IF Q$(1)(1 TO 3)="ASK" THEN  GO TO
5400
4310 IF Q$(1)(1 TO 5)="CLIMB" THEN  GO T
O 5500
4320 IF Q$(1)(1 TO 4)="WEST" OR Q$(1)(1)
="W" THEN  GO TO 5600
4330 IF Q$(1)(1 TO 4)="EAST" OR Q$(1)(1)
="E" THEN  GO TO 5700
4340 IF Q$(1)(1 TO 5)="SOUTH" OR Q$(1)(1
)="S" THEN  GO TO 5800
4350 IF Q$(1)(1 TO 5)="NORTH" OR Q$(1)(1
)="N" THEN  GO TO 5900
4360 GO TO 4150
4400 GO SUB 2000
4410 GO TO 7000
4500 IF Q$(2)(1 TO 12)="DRAGONSLAYER" TH
EN  GO TO 4520
4501 IF Q$(2)(1 TO 5)="SWORD" AND Q$(3)(
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1 TO 2)="OF" AND Q$(4)(1 TO 4)="ROAC" TH
EN  GO TO 4530
4502 IF Q$(2)(1 TO 3)="KEY" AND Q$(3)(1
TO 2)="OF" AND Q$(4)(1 TO 4)="ROAC" THEN
  GO TO 4510
4503 IF Q$(2)(2)=" " THEN  GO SUB 9800:
PRINT AT 16,2;"TAKE WHAT ?": GO SUB 9800
: GO TO 4000
4505 GO SUB 9800: PRINT AT 16,2;"YOU DO
NOT FIND THAT HERE": GO SUB 9800: GO TO
4000
4510 IF A$(0)="K" THEN  GO SUB 9800: PRI
NT AT 16,2;"YOU PICK UP THE KEY OF ROAC,
    WITH IT YOU MAY UNLOCK THE        GAT
E THAT PROTECTS THE GREAT    SWORD OF RO
AC, GUARD IT WELL.": FOR I=1 TO 200: NEX
T I: LET KOR=1: GO SUB 9800: LET A$(0)="
 ": GO TO 4000
4515 GO SUB 9800: PRINT AT 16,2;"YOU DO
NOT FIND THAT HERE": GO SUB 9800: GO TO
4000 .
4520 IF A$(0)="S" THEN  GO SUB 9800: PRI
NT AT 16,2;"YOU TAKE THE DRAGONSLAYER, I
T   WILL GIVE YOU THE POWER OF       DEAT
H OVER ALL DRAGONS": LET DS=1: GO SUB 98
00: LET A$(0)=" ": GO TO 4000
4525 GO SUB 9800: PRINT AT 16,2;"YOU DO
NOT FIND THAT HERE": GO SUB 9800: GO TO
4000
4530 IF 0=1199 AND A$(0)=" " THEN  GO SU
B 9800: PRINT AT 16,2;"YOU TAKE THE SWOR
D OF ROAC": GO SUB 9800: LET QUEST=1: LE
T A$(0)=" ": GO TO 4000
4540 GO SUB 9800: PRINT AT 16,2;"YOU CAN
NOT FIND IT HERE": GO SUB 9800: GO TO 40
00
4600 IF Q$(2)(1 TO 8)="TRAPDOOR" AND A$(
0)="T" THEN  GO SUB 9800: PRINT AT 16,2;
"THE TRAPDOOR OPENS AND YOU GO   DOWN. T
```

```
HE TUNNEL LEADS YOU       INTO A LARGE CR
ACK IN THE        SIDE OF A CORRIDOR": FO
R I=1 TO 100: GO SUB 9800: LET O=295: LE
T D$="S": GO SUB 2000: GO TO 4000
4604 IF A$(O)<>"P" THEN  GO TO 4610
4605 IF Q$(2)(1 TO 10)="PORTCULLIS" AND
Q$(5)(1)=STR$ RND THEN  GO SUB 9800: PRI
NT AT 16,2;"THE PORTCULLIS OPENS WITH
    RELUCTANCE": LET A$(O)=" ": LET A$(O
-50)=" ": LET A$(O+50)=" ": GO SUB 2000:
 GO SUB 9800: GO TO 4000
4607 IF (Q$(5)<>STR$ RND)=1 THEN  GO SUB
 9800: PRINT AT 16,2;"WHAT KEY ?": GO SU
B 9800: GO TO 4000
4609 IF Q$(2)(1 TO 10)="PORTCULLIS" AND
Q$(5)(1)<>STR$ RND THEN  GO SUB 9800: PR
INT AT 16,2;"YOU PICKED UP THE WRONG KEY
.     AN ABYSS OPENS UP BELOW YOU      AND
 YOU FALL.....                UNTILL YOU
HIT THE BOTTOM.       YOU ARE DEAD.": FOR
 I=1 TO 200: NEXT I: GO SUB 9800: GO TO
9900
4610 IF Q$(2)(1 TO 4)="DOOR" AND A$(O)="
L" THEN  GO SUB 9800: PRINT AT 16,2;"THE
 DOOR IS LOCKED": GO SUB 9800: GO TO 400
0
4620 IF Q$(2)(1 TO 4)="DOOR" AND A$(O)="
L" THEN  GO SUB 9800: PRINT AT 16,1;"THE
 HUGE IRON DOOR SWINGS TO    ONE SIDE TO
 REVEAL THE TEMPLE   OF DEATH": LET A$(O
+50)="S": LET A$(O)=" ": GO SUB 2000: FO
R I=1 TO 50: NEXT I: GO SUB 9800: GO TO
4000
4690 GO SUB 9800: PRINT AT 16,2;"I SEE N
OTHING TO OPEN": GO SUB 9800: GO TO 4000
4700 IF A$(O)="L" AND Q$(2)(1 TO 4)="DOO
R" AND Q$(3)(1 TO 4)="WITH" AND Q$(4)(1
TO 3)="KEY" AND Q$(5)(1 TO 2)="OF" AND Q
$(6)(1 TO 4)="ROAC" THEN  GO SUB 9800: P
RINT AT 16,2;"THE KEY TURNS IN THE LOCK
```

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AND   IT THEN DISAPPEARS": LET KOR=0: LE
T A$(0)="L": GO SUB 9800: GO TO 4000
4710 IF A$(0)<>"L" THEN  GO SUB 9800: PR
INT AT 16,2;"I SEE NOTHING TO UNLOCK": G
O SUB 9800: GO TO 4000
4720 GO SUB 9800: PRINT AT 16,2;"I DO NO
T UNDERSTAND, RETYPE": GO SUB 9800: GO T
O 4000
4800 IF MEA>0 THEN  LET MEA=MEA-1: LET S
T=100: PRINT AT 3,28;"100": GO SUB 9800:
 PRINT AT 16,2;"YOU EAT A MEAL": PRINT A
T 9,28;"  ";MEA: GO SUB 9800: GO TO 4000
4810 GO SUB 9800: PRINT AT 16,2;"YOU HAV
E NO MEALS LEFT": GO SUB 9800: GO TO 400
0
5100 DIM S(9)
5110 LET S(1)=0: LET S(2)=ST: LET S(3)=D
EX: LET S(4)=SKI: LET S(5)=MEA: LET S(6)
=EXP: LET S(7)=KOR: LET S(8)=QUEST: LET
S(9)=MON
5120 FOR I=1 TO 010: NEXT I: SAVE "ROAC
DATA" DATA S(): GO SUB 9800: GO TO 4000
5200 INK 0: PRINT AT 21,0;" ";: LOAD ""
DATA S()
5210 LET O=S(1): LET ST=S(2): LET DEX=S(
3): LET SKI=S(4): LET MEA=S(5): LET EXP=
S(6): LET KOR=S(7): LET QUEST=S(8): LET
MON=S(9): GO SUB 9800: GO TO 4000
5301 IF MON=0 THEN  GO SUB 9800: PRINT A
T 16,2;"I SEE NOTHING TO KILL": GO SUB 9
800: GO TO 4000
5305 IF Q$(2)(1 TO 8)<>"OVERLORD" AND Q$
(2)(1 TO 5)<>"HYDRA" AND Q$(2)(1 TO 6)<>
"DRAGON" AND Q$(2)(1 TO 8)<>"MINOTAUR" T
HEN  GO SUB 9800: PRINT AT 16,2;"KILL WH
AT ?": GO SUB 9800: GO TO 4000
5306 IF Q$(4)(1 TO 12)="DRAGONSLAYER" AN
D DS=0 THEN  GO SUB 9800: PRINT AT 16,1;
"YOU DO NOT HAVE A DRAGONSLAYER": GO SUB
 9800: GO TO 4000
```

```
5307 IF Q$(2)(1 TO 8)="MINOTAUR" AND A$(
0)<>"M" THEN  GO SUB 9800: PRINT AT 16,2
;"I SEE NO MINOTAUR": GO SUB 9800: GO TO
 4000
5308 IF A$(0)="G" AND DS=1 AND Q$(2)(1 T
O 6)="DRAGON" AND Q$(3)(1 TO 4)="WITH" A
ND Q$(4)(1 TO 12)="DRAGONSLAYER" THEN  L
ET MON=0: GO SUB 9800: LET A$(0)=" ": PR
INT AT 16,2;"THE DRAGON LIES DEAD AT YOU
R    FEET. THEN THE DRAGONSLAYER     GRO
WS HOT AND DISAPPEARS": LET DS=0: FOR I=
1 TO 50: NEXT I: GO SUB 9800: LET EXP=EX
P+INT (100*RND): PRINT AT 11,31-LEN (STR
$ EXP);EXP: GO TO 4000
5309 IF Q$(2)(1 TO 5)="HYDRA" AND A$(0)<
>"H" THEN  GO SUB 9800: PRINT AT 16,2;"I
 SEE NO HYDRA": GO SUB 9800: GO TO 4000
5310 IF A$(0)<>"G" AND Q$(2)(1 TO 6)="DR
AGON" THEN  GO SUB 9800: PRINT AT 16,2;"
I SEE NO DRAGON": GO SUB 9800: GO TO 400
0
5313 IF Q$(2)(1 TO 8)="OVERLORD" AND A$(
0)<>"S" THEN  GO SUB 9800: PRINT AT 16,2
;"I DO NOT SEE THE OVERLORD": GO SUB 980
0: GO TO 4000
5315 LET EAS=EST+EDEX+ESKI+INT (10*RND)
5320 LET AS=EXP+ST+DEX+SKI+INT (10*RND)
5330 IF AS>EAS THEN  GO TO 5350
5335 LET RND=RND: IF RND>.8 THEN  GO SUB
 9800: PRINT AT 16,2;"YOU MISS AND HE RE
TALIATES      HE HAS KNOCKED YOU SENSELE
SS    HE MOVES IN FOR THE KILL         YO
U ARE DEAD": FOR I=1 TO 200: NEXT I: GO
TO 9900
5336 IF RND>.6 THEN  GO SUB 9800: PRINT
AT 16,2;"YOUR SWORDS LOCK AND AFTER A
 WHILE IT WINS. IT CUTS A GASH   IN YOUR
 SIDE.": FOR I=1 TO 100: NEXT I: GO SUB
9800: LET DEX=DEX-INT (30*RND): PRINT AT
 5,28;" ";DEX: IF DEX<10 THEN  PRINT AT
5,28;"  0": GO TO 9900
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```
5337>IF RND>.6THEN GO TO 4000
5340 IF RND>.4 THEN  GO SUB 9800: PRINT
AT 16,2;"IT MOVES OUT OF THE WAY AND
  LAYS A BLOW TO YOUR HEAD  ": FOR I=1 T
O 50: NEXT I: GO SUB 9800: LET ST=ST-INT
 (50*RND): PRINT AT 3,28;" ";ST: IF ST<1
0 THEN  PRINT AT 3,28;"  0": GO TO 9900
5342 IF RND>.4 THEN  GO TO 4000
5343 IF RND>.2 THEN  GO SUB 9800: PRINT
AT 16,2;"YOUr STRIKE IS BLOCKED AND IT
  SWINGS ROUND TO LAY INTO YOU.": FOR I=
1 TO 100: NEXT I: GO SUB 9800: LET ST=ST
-INT (40*RND): PRINT AT 3,28;" ";ST: IF
ST<10 THEN  PRINT AT 3,28;"  0": GO TO 9
900
5344 IF RND>.2 THEN  GO TO 4000
5345 GO SUB 9800: PRINT AT 16,2;"YOU MIS
S AND IT HACKS AWAY AT  YOUR LEG, THIS
INJURY            DISABLES YOUR MOVEMENT"
: FOR I=1 TO 150: NEXT I: GO SUB 9800: L
ET DEX=DEX-INT (40*RND): PRINT AT 5,28;"
 ";DEX: IF DEX<10 THEN  PRINT AT 5,28;"
 0": GO TO 9900
5346 GO SUB 9800: GO TO 4000
5350 LET RND=RND: IF RND>.8 THEN  GO SUB
 9800: LET MON=0: PRINT AT 16,2;"YOU SLA
SH AT ITS NECK AND       SCORE A HIT, BL
OOD GUSHES       FROM THE WOUND AND HE D
IES A    HORRIBLE DEATH": FOR I=1 TO 100
: NEXT I: GO SUB 9800: LET EXP=EXP+INT (
100*RND): PRINT AT 11,31-LEN (STR$ EXP);
EXP: LET A$(0)=" ": GO TO 4000
53   IF RND>.6 THEN  GO SUB 9800: LET MO
N=0: PRINT AT 16,2;"YOUR SWORD CLEAVES H
IS SKULL": FOR I=1 TO 50: NEXT I: GO SUB
 9800: LET EXP=EXP+INT (100*RND): PRINT
AT 11,31-LEN (STR$ EXP);EXP: LET A$(0)="
 ": GO TO 4000
5360 IF RND>.4 THEN  GO SUB 9800: LET MO
```

```
N=0: LET A$(0)=" ": PRINT AT 16,2;"YOU R
UN IT THROUGH WITH YOUR     SWORD. IT LIE
S DEAD AT YOUR      FEET.": FOR I=1 TO 50
: NEXT I: GO SUB 9800: LET A$(0)=" ": LE
T EXP=EXP+INT (100*RND): PRINT AT 11,31-
LEN (STR$ EXP);EXP: GO TO 4000
5370 LET MON=0: GO SUB 9800: PRINT AT 16
,2;"YOU ATTACK IT FROM BEHIND,       DRIV
ING YOUR SWORD BETWEEN       IT'S SHOULDE
R BLADES. IT DIES    INSTANTLY.": FOR I=1
 TO 100: NEXT I: GO SUB 9800: LET A$(0)=
" ": LET EXP=EXP+INT (100*RND): PRINT AT
 11,31-LEN (STR$ EXP);EXP: GO TO 4000
5400 IF Q$(2)(1 TO 7)="UNICORN" AND Q$(4
)(1 TO 4)="HELP" THEN  GO TO 5420
5410 GO SUB 9800: PRINT AT 16,2;"YOU CAN
NOT DO THAT HERE": GO SUB 9800: GO TO 40
00
5420 IF A$(0)<>"U" THEN  GO SUB 9800: PR
INT AT 16,2;"I SEE NO UNICORN": GO SUB 9
800: GO TO 4000
5430 GO SUB 9800: PRINT AT 16,2;"THE UNI
CORN SAYS TO YOU:-        'THE LENGENDARY
 SWORD OF ROAC   LIES IN THE TEMPLE OF D
EATH      YOU WILL NEED EXPERIENCE TO
 GET OUT ALIVE. TO ENTER YOU      NEED TH
E KEY OF ROAC"
5440 FOR I=1 TO 250: NEXT I: GO SUB 9800
: GO TO 4000
5500 IF A$(0)<>"I" THEN  GO SUB 9800: PR
INT AT 16,2;"I SEE NOTHING TO CLIMB": GO
 SUB 9800: GO TO 4000
5510 IF Q$(2)(1 TO 3)="OUT" AND Q$(3)(1
TO 2)="OF" AND Q$(4)(1 TO 3)="PIT" THEN
 GO TO 5530
5520 GO SUB 9800: PRINT AT 16,2;"YOU CAN
NOT DO THAT HERE": GO SUB 9800: GO TO 40
00
5530 GO SUB 9800: IF ST>30 THEN  PRINT A
```

```
T 16,2;"YOU CLIMB OUT OF THE PIT": LET F
ALL=0: LET O=O+1: GO SUB 2000: GO TO 400
0
5540 PRINT AT 16,2;"YOU ARE NOT STRONG E
NOUGH TO    CLIMB OUT OF THE PIT. SOON Y
OU  GET ATTACKED AND IN THIS          SITU
ATION YOU CANNOT FIGHT.      YOU ARE DEAD
.": GO TO 9900
5600 IF A$(O-1)="." THEN  GO SUB 9800: P
RINT AT 16,2;"YOU CANNOT GO WEST": GO SU
B 9800: GO TO 4000
5602 IF FALL=1 THEN  GO SUB 9800: PRINT
AT 16,2;"YOU CANNOT MOVE ": GO SUB 9800:
 GO TO 4000
5605 IF MON=1 THEN  GO SUB 9800: PRINT A
T 16,2;"THE MONSTER BLOCKS YOUR PATH": G
O SUB 9800: GO TO 8000
5610 LET D$="W": LET O=O-1: GO SUB 2000:
 GO TO 7000
5700 IF A$(O+1)="." THEN  GO SUB 9800: P
RINT AT 16,2;"YOU CANNOT GO EAST": GO SU
B 9800: GO TO 4000
5702 IF FALL=1 THEN  GO SUB 9800: PRINT
AT 16,2;"YOU CANNOT MOVE ": GO SUB 9800:
 GO TO 4000
5705 IF MON=1 THEN  GO SUB 9800: PRINT A
T 16,2;"THE MONSTER BLOCKS YOUR PATH": G
O SUB 9800: GO TO 8000
5710 LET D$="E": LET O=O+1: GO SUB 2000:
 GO TO 7000
5800 IF A$(O+50)="." THEN  GO SUB 9800:
PRINT AT 16,2;"YOU CANNOT GO SOUTH": GO
SUB 9800: GO TO 4000
5802 IF FALL=1 THEN  GO SUB 9800: PRINT
AT 16,2;"YOU CANNOT MOVE ": GO SUB 9800:
 GO TO 4000
5805 IF MON=1 THEN  GO SUB 9800: PRINT A
T 16,2;"THE MONSTER BLOCKS YOUR PATH": G
O SUB 9800: GO TO 8000
```

```
5810 LET D$="S": LET O=O+50: GO SUB 2000
: IF QUEST=1 AND O=1152 THEN  GO TO 9000
5812 GO TO 7000
5900 IF A$(O-50)="." THEN  GO SUB 9800:
PRINT AT 16,2;"YOU CANNOT GO NORTH": GO
SUB 9800: GO TO 4000
5902 IF FALL=1 THEN  GO SUB 9800: PRINT
AT 16,2;"YOU CANNOT MOVE ": GO SUB 9800:
 GO TO 4000
5905 IF MON=1 THEN  GO SUB 9800: PRINT A
T 16,2;"THE MONSTER BLOCKS YOUR PATH": G
O SUB 9800: GO TO 8000
5910 LET D$="N": LET O=O-50: GO SUB 2000
: GO TO 7000
7000 IF A$(O)<>"D" THEN  GO TO 7010
7002 GO SUB 9800: PRINT AT 16,2;"YOU HAV
E JUST ENTERED THE        TEMPLE OF DOOM,
 THERE IS A       ROCK SLIDE BEHIND YOU.
THERE    IS NO ESCAPE": FOR I=1 TO 150:
NEXT I: GO SUB 9800
7004 LET A$(O+50)=".": LET A$(O)=" "
7006 GO TO 4000
7010 IF A$(O)<>"H" THEN  GO TO 7020
7012 GO SUB 9800: PRINT AT 16,2;"YOU COM
E FACE TO FACE WITH A    HYDRA, IT IS VE
RY STRONG": FOR I=1 TO 100: NEXT I: GO S
UB 9800
7014 LET MON=1: LET EST=80: LET EDEX=90:
 LET ESKI=30
7016 GO TO 4000
7020 IF A$(O)<>"T" THEN  GO TO 7030
7022 GO SUB 9800: PRINT AT 16,2;"YOU COM
E ACROSS A TRAPDOOR": GO SUB 9800
7024 GO TO 4000
7030 IF A$(O)<>"G" THEN  GO TO 7040
7032 GO SUB 9800: PRINT AT 16,2;"YOU COM
E ACROSS A DRAGON         BREATHING FIRE"
: FOR I=1 TO 100: NEXT I: GO SUB 9800
7033 LET MON=1: LET EST=100: LET EDEX=10
0: LET ESKI=80
7034 GO TO 4000
7040 IF A$(O)<>"S" THEN  GO TO 7050
7042 GO SUB 9800: PRINT AT 16,2;"ON THE
```

```
FLOOR THERE IS A          DRAGONSLAYER":
FOR I=1 TO 50: NEXT I: GO SUB 9800: GO T
O 4000
7050 IF A$(0)<>"M" THEN  GO TO 7060
7052 GO SUB 9800: PRINT AT 16,2;"YOU COM
E ACROSS A HALF-MAN,     HALF-BULL MINOT
AUR": FOR I=1 TO 50: NEXT I: GO SUB 9800
: LET MON=1: LET EST=80: LET EDEX=60: LE
T ESKI=60: GO TO 4000
7060 IF A$(0)<>"S" THEN  GO TO 7070
7062 GO SUB 9800: PRINT AT 16,2;"YOU ENT
ER THE TEMPLE OF DEATH  AND YOUR QUEST
IS NEARLY OVER   IN FRONT OF YOU STANDS
THE      OVERLORD OF ROAC, YOU MUST
 FIGHT HIM TO GAIN THE SWORD     OF ROAC
": FOR I=1 TO 250: NEXT I: GO SUB 9800:
LET MON=1: LET EST=100: LET ESKI=100: LE
T EDEX=90: GO TO 4000
7070 IF A$(0)<>"K" THEN  GO TO 7080
7072 GO SUB 9800: PRINT AT 16,2;"ON THE
GROUND IS THE KEY OF ROAC": GO SUB 9800:
 GO TO 4000
7080 IF A$(0)<>"L" THEN  GO TO 7090
7082 GO SUB 9800: PRINT AT 16,2;"IN FRON
T OF US STANDS A HUGE    IRON DOOR": GO
SUB 9800: GO TO 4000
7090 IF A$(0)<>"P" THEN  GO TO 7100
7092 GO SUB 9800: PRINT AT 16,2;"IN FRON
T OF YOU THERE IS A      PORTCULLIS. ON
THE WALL THERE   ARE TWO KEYS WHICH ONE
WILL     YOU CHOOSE? KEY 1 OR KEY 2 ?":
FOR I=1 TO 100: NEXT I: GO SUB 9800
7094 LET RND=INT (2*RND)+1
7096 GO TO 4000
7100 IF A$(0)<>"N" THEN  GO TO 7110
7102 GO SUB 9800: PRINT AT 16,2;"YOU HAV
E JUST ENTERED THE       TEMPLE OF KINGS
. THE WALLS      GLITTER LIKE GOLD.": FO
R I=1 TO 50: NEXT I: GO SUB 9800
7104 LET A$(0)=" "
7106 GO TO 4000
```

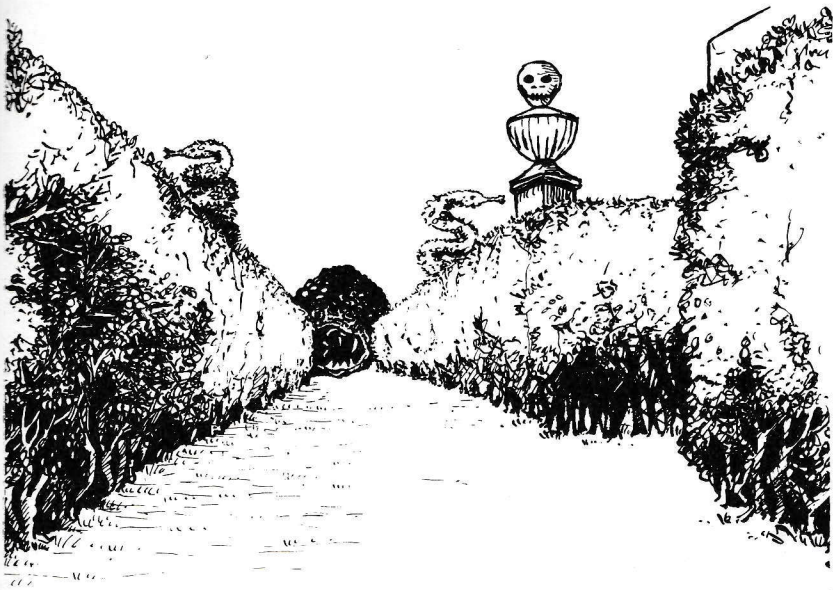
```
7110 IF A$(0)<>"I" THEN  GO TO 7120
7112 GO SUB 9800: PRINT AT 16,2;"YOU HAV
E FALLEN DOWN A DEEP     PIT, SOME SAND
BROKE THE FALL": FOR I=1 TO 50: NEXT I:
GO SUB 9800
7114 LET FALL=1
7116 FOR I=2 TO 12: PRINT AT I,1;"
                ": NEXT I
7118 LET ST=ST-INT (40*RND): PRINT AT 3,
28;" ";ST: IF ST<10 THEN  PRINT AT 3,28;
"  0": GO TO 9900
7119 GO TO 4000
7120 IF A$(0)<>"Z" THEN  GO TO 7130
7122 GO SUB 9800: PRINT AT 16,2;"MIST SW
IRLS ABOUT YOUR FEET": GO SUB 9800: GO T
O 4000
7130 IF A$(0)<>"E" THEN  GO TO 7140
7132 GO SUB 9800: PRINT AT 16,2;"YOU HEA
R AN EERIE NOISE,YOU     BREAK OUT IN A
COLD SWEAT.": FOR I=1 TO 0: NEXT I: GO S
UB 9800: GO TO 4000
7140 IF A$(0)<>"C" THEN  GO TO 7150
7142 GO SUB 9800: PRINT AT 16,2;"YOU HEA
R A SCREAM. IT REMINDS   YOU THAT YOU AR
E NOT SAFE IN    THIS PLACE.": FOR I=1 T
O 100: NEXT I: GO SUB 9800: GO TO 4000
7150 IF A$(0)<>"Q" THEN  GO TO 7160
7152 GO SUB 9800: PRINT AT 16,2;"YOU HEA
R A SQUELCHING NOISE,    LIKE THAT OF HY
DRA.": FOR I=1 TO 50: NEXT I: GO SUB 980
0: GO TO 4000
7160 IF A$(0)<>"U" THEN  GO TO 4000
7165 GO SUB 9800: PRINT AT 16,2;"YOU COM
E ACROSS A FRIENDLY      UNICORN.": GO S
UB 9800: GO TO 4000
8000 LET RND=RND: IF RND>.6 THEN  PRINT
AT 16,2;"HE SLASHES AT YOUR NECK BUT IT
IS ONLY A SLIGHT WOUND": FOR I=1 TO 50:
NEXT I: GO SUB 9800: GO TO 4000
8010 IF RND>.3 THEN  PRINT AT 16,2;"HE T
```

```
EARS AWAY AT YOUR THROAT": LET ST=ST-INT
 (30*RND): PRINT AT 3,28;" ";ST: IF ST<1
0 THEN  PRINT AT 3,28;"  0": GO TO 9500
8020 IF RND>.3 THEN  GO SUB 9800: GO TO
4000
8040 PRINT AT 16,2;"HE CUTS INTO YOUR LE
G": LET DEX=DEX-INT (10*RND): PRINT AT 5
,28;" ";DEX: IF DEX<10 THEN  PRINT AT 5,
28;"  0": GO TO 9500
8050 GO SUB 9800: GO TO 4000
9000 BEEP .2,13: BEEP .1,13: BEEP .1,13:
 BEEP .4,13: BEEP .1,13: BEEP .1,13: BEE
P .2,15: BEEP .2,13: BEEP .2,15: BEEP .2
,13
9005>BEEP .1,13:BEEP .1,13:BEEP .2,13:BE
EP .1,13:BEEP .1,13:BEEP .2,13:BEEP .1,1
3:BEEP .1,13:BEEP .2,13:BEEP .2,10:BEEP
.2,11:BEEP .2,13:BEEP .1,13:BEEP .1,13:B
EEP 1,13
9010 PRINT AT 15,1;"WELL DONE! YOU HAVE
COMPLETED   THE ADVENTURE.
    THE SWORD OF ROAC IS NOW SAFE   IN T
HE HANDS OF MISTRAIN.       NEVER MORE W
ILL THE OVERLORD    RULE THE EARTH."
9020 PRINT AT 21,0;"ANOTHER GO ? (Y OR N
)"
9030 IF INKEY$="N" THEN  NEW
9040 IF INKEY$="Y" THEN  RUN
9190 GO TO 9030
9200 BORDER 0: PAPER 0: INK 7: BRIGHT 1:
 CLS : PLOT 15,167: DRAW -11,-23: DRAW 1
6,0
9210 DRAW 0,-2: DRAW -6,-4
9220 DRAW 4,-8
9230 DRAW 0,-24: DRAW -4,-8: DRAW 6,-4:
DRAW -16,-12: DRAW 0,-2
9240 PLOT 39,88: DRAW -34,-8
9250 PLOT 39,88: DRAW 32,46
```

```
9260 DRAW -28,28
9270 DRAW -20,0: DRAW -7,7
9280 DRAW -1,-1
9290 PLOT 36,142: DRAW 0,-24
9300 DRAW 11,15
9310 DRAW -11,9
9330 PLOT 60,146: DRAW 0,5
9340 DRAW 36,0
9350 DRAW 13,-17
9360 DRAW -9,-17
9370 DRAW 26,-38: DRAW -6,-6
9380 PLOT 75,110: DRAW 43,-37
9390 PLOT 75,110: DRAW 0,-6: DRAW 2,-2:
DRAW -2,-4: DRAW -16,0
9392 DRAW 3,3: DRAW 0,19
9394 PLOT 80,135: DRAW 6,-3: DRAW -6,-3:
 DRAW 0,6
9396 PLOT 104,150: DRAW 36,0: DRAW 2,-10
9397 PLOT 104,150: DRAW -2,-8: DRAW 16,0
: DRAW -16,-28
9398 PLOT 110,104: DRAW 16,10: DRAW 0,-6
: DRAW -3,-3: DRAW 2,-2: DRAW 16,0: DRAW
 4,4
9399 PLOT 175,146: DRAW -32,-4,PI/2.5
9400 PLOT 145,108: DRAW 31,-4,PI/2.5
9401 DRAW 0,10: PLOT 175,146: DRAW 0,-9
9402 PLOT 165,126: DRAW 18,18: PLOT 165,
126: DRAW 18,-18
9403 PLOT 168,130: DRAW -16,0: PLOT 168,
130: DRAW -16,0,PI/1.5
9404 DRAW 8,-16,PI/2: DRAW -2,6: DRAW -4
,2
9405 PLOT 183,108: DRAW 20,0,PI/1.5: PLO
T 204,145: DRAW -20,0,PI/1.5
9406 PLOT 204,150: DRAW 0,-16: PLOT 204,
150: DRAW 4,0: DRAW 16,-16: DRAW 0,8: DR
AW -4,4: DRAW 0,4: DRAW 16,0: DRAW 2,-4:
 DRAW -2,-4
9407 DRAW 0,-42: DRAW -20,20
```

```
9408 DRAW 0,-12: DRAW 4,-6: DRAW -4,-2:
DRAW -12,0: DRAW -4,2: DRAW 4,6
9409 DRAW 0,30
9410 PLOT 195,120: DRAW -8,8: PLOT 193,1
34: DRAW -6,-6,PI: PLOT 193,134: DRAW 8,
-8: PLOT 195,120: DRAW 6,6,PI
9411 PLOT 126,132: DRAW -6,-9: DRAW 8,4:
 DRAW -2,5
9430 PRINT AT 19,6; INK 5;"HIT ANY KEY T
O PLAY"
9440 IF INKEY$="" THEN  GO TO 9440
9450 RETURN
9500 GO TO 9900
9799 STOP
9800 FOR I=1 TO 100: NEXT I
9810 PRINT AT 15,2;"
          "
9820 FOR I=16 TO 21: PRINT AT I,0;"
                                ": NEXT I
9830 RETURN
9900 FOR I=1 TO 12: PRINT AT I,1;"
              ": NEXT I
9905 INK 6: BRIGHT 0: PLOT 76,163: DRAW
16,0: DRAW 0,-24: DRAW 36,0: DRAW 0,-16:
 DRAW -36,0
9910 DRAW 0,-36: DRAW -16,0: DRAW 0,36:
DRAW -36,0: DRAW 0,16: DRAW 36,0: DRAW 0
,24
9915 PRINT AT 5,8; INK 7; BRIGHT 1;"R I
P"
9920 PLOT 76,87: DRAW -40,-24: PLOT 92,8
7: DRAW 40,-24
9925 GO SUB 9800: PRINT AT 16,1;"HARD LU
CK! YOU SCORE ";ST+DEX+SKI+EXP
9930 PRINT AT 18,3;"ANOTHER GO ? (Y OR N
)"
9935 IF INKEY$="N" THEN  NEW
9940 IF INKEY$="Y" THEN  RUN
9950 GO TO 9935
```

4
3-D Maze



Scenario

Having just attempted to assassinate the Dark Lord, you are sentenced to a fate worse than death. You are led deep into the recesses of his mountain and locked inside an ancient Orc dungeon, which has not even been entered by the Wraiths of the Dark Lord who dwell close to it.

According to a scratched inscription on the solid rock door, there is only one way out; you must find this mysterious exit and venture through it to discover what lies beyond. The eerie passages seem to go on forever — will you ever escape ???

Hints on Entry

There are no user-defined graphics in this program as the high-resolution PLOT and DRAW commands have been used. The main section of the game has been written entirely in machine code, which makes for a much faster game. The machine code being a series of numbers, which must be entered into high memory using the loader program.

First of all you must make sure that CAPS LOCK is engaged and then type in the basic program 3-D MAZE. Special care must be taken when entering the USR number, as a wrong number may cause a glitch or system restart. Once entered, the program must be saved using the command

SAVE "3-D MAZE" LINE 10.

The program should be saved on tape and verified using VERIFY "" At this stage you should make sure that the tape remains in the same place, or the position on the tape counter is noted, so that another section of data can be saved directly after it.

Now type in the DECIMAL LOADER program again checking that CAPS LOCK is engaged. Once complete it should be run. An address should appear on the screen and a prompt should ask you to enter a byte, which is one of the numbers in the DECIMAL DUMP. You must enter these numbers one at a time, a new address being printed on the screen at the end of each line, just as in the dump. At the end of each section, the computer carries out a simple error-trapping routine. If any errors are discovered, it will allow you to check the numbers you have just entered against those in the DECIMAL DUMP. The section is printed line by line and ENTER allows you to move on, while C allows for a line to be corrected. This will continue until the computer finds no more errors. Great care must be taken when entering the numbers, because the computer does not find all errors, and one wrong number could cause a glitch when the game is played.

You now have to save the data in four sections just after the first program (3-D MAZE). When the tape is ready press ENTER to save the first block of data. This must be repeated three more times after which all three sections should be verified.

The game is now complete. Type

LOAD "3-D MAZE"

and everything will then load automatically.

Techniques

In a computer, memory can be thought of as a long line of boxes, each with its own address and able to contain a number between 0 and 255 inclusive.

One can change the contents of these boxes only if they are situated in the random access memory (RAM). This is achieved by using the command POKE. For example

```
POKE 60000,100
```

will put the number 100 into the box with address number 60000.

On the Spectrum, the first address in RAM is 16384 because the 16K read-only memory (ROM) takes up addresses 0–16383.

In order to find out what is in any of these 'boxes', including those in ROM, the PEEK command is used. Thus PEEK followed by a number returns the contents of the required box, and this value can then be used in any way we wish. For example

```
PRINT PEEK 60000
```

will put the number in 'box' 60000 onto the screen.

The ROM is the machine-code program which the computer uses constantly, unless it has been directed to a user-written machine-code routine in RAM.

Without delving deeply into the realms of machine-code definition, this mysterious language is a series of simple instructions which can be executed immediately by the processor. Because each instruction is so simple, it can be very difficult to carry out a task that may seem very easy in BASIC.

The function USR is used to execute machine-code routines. What actually happens when this command is used is as follows:

1) The number after the USR is copied into the bc register (a type of machine-code variable).
2) Control is transferred to the address specified after the USR.
3) On encountering a RETURN instruction at the end of the machine-code routine, the value currently in the bc register will be given to the USR function and returned back to BASIC. For example

```
PRINT USR 60000
```

When returning from the machine-code routine which commenced at location 60000, the contents of the bc register will appear on the screen.

Playing Instructions

On starting the game you will see a three-dimensional representation of what lies ahead. You can see up to nine units ahead unless there is a wall within that distance.

Movement around the maze is achieved by using the right-hand joystick on Interface 2 or by the keys shown in Table 4.

Table 4

Command	*Direction*
8	Forward
6	90° left
7	90° right

Note
To break the game Press CAPS SHIFT 8 and SPACE at the same time.

Adaptation

The game is designed so that the maze can be changed by the user. However, great care must be taken to ensure that the machine-code routines operate correctly.

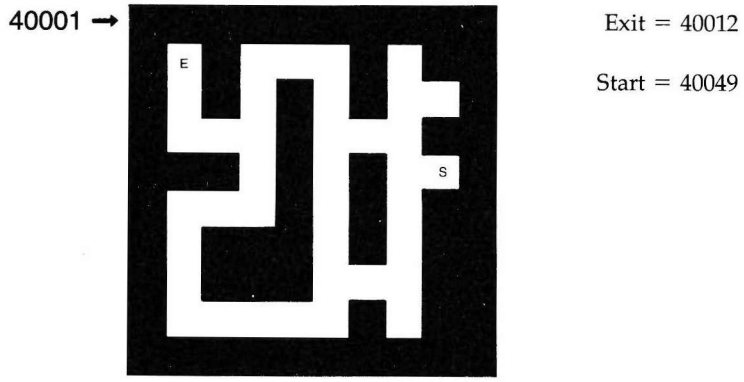


Fig. 3.

Firstly design a maze similar to that shown in Fig. 3, making sure to obey the following rules:

1) The maze must be a square.
2) The maze must be surrounded by walls.
3) Corridors must all be of unit width.
4) The start position (S) must be included.
5) The exit position (E) must be included.

When the maze has been designed the machine-code variables must be set as follows:

```
POKE 60141,x+2
POKE 60165,x+2
POKE 60175,x
POKE 60189,x
POKE 60202,(2*x)-1
POKE 60212,x                    where x = size of maze
POKE 60226,x
POKE 60239,(2*x)-1
POKE 60252,x
POKE 60260,x
```

The maze can now be poked into memory starting at location 41000 and entering the information row by row using the codes as shown in Table 5.

Table 5

Code	*Item*
0	A space
1	A wall
2	Exit

When the maze has been completely entered, the lines of the program relating to the start address should be changed as follows:

```
50 POKE 40006,START-256*INT(START/256)
60 POKE 40007,INT(START/256)
```

and the exit should be changed using

```
POKE 60286,INT(EXIT/256)
POKE 60292,EXIT-256*INT(EXIT/256)
```

When all this is completed the game is ready and can be saved, if required, by using the commands

```
SAVE "CODE1" CODE 40500,19
SAVE "CODE2" CODE 41000,900
SAVE "CODE3" CODE 51000,5162
SAVE "CODE4" CODE 60000,532
```

Listing

IMPORTANT

ALL INFORMATION SHOULD BE ENTERED USING CAPS LOCK.

3D-MAZE

```
  10 LOAD ""CODE
  20 LOAD ""CODE
  30 LOAD ""CODE
  40 LOAD ""CODE
  50 POKE 40006,71
  60 POKE 40007,160
  70 POKE 40008,1
  80 CLS
  90 GO TO 150
 100 CLS : FOR C=1 TO LEN A$
 110 PRINT AT 10,15-(LEN A$/2)+C; FLASH
1; INVERSE C-2*INT (C/2);A$(C);
 120 NEXT C
 130 PAUSE 200
 140 RETURN
 150 LET A$="3D MAZE": INK 1: PAPER 7: G
O SUB 100
```

```
 160 LET A$="ESCAPE OR SUFFER A LIFETIME
": INK 2: PAPER 6: GO SUB 100
 170 LET A$="OF MISERY WANDERING DOWN TH
E": INK 1: PAPER 7: GO SUB 100
 180 LET A$="EMPTY CORRIDORS": INK 2: PA
PER 6: GO SUB 100
 190 LET A$="GOOD LUCK!": INK 5: PAPER 1
: GO SUB 100
 200 LET A$="PRESS ANY KEY TO START": IN
K 6: PAPER 2: GO SUB 100
 210 PAUSE 0
 220 INK 0: PAPER 7: CLS
 230 RANDOMIZE USR 60000
 240 CLS
 250 LET A$="CONGRATULATIONS!": INK 2: P
APER 6: GO SUB 100
 260 FOR N=0 TO 69 STEP .5
 270 BEEP .005,N
 280 NEXT N
 290 LET A$="YOU HAVE ESCAPED!": INK 1:
PAPER 7: GO SUB 100
```

DECIMAL LOADER

```
 10 REM ****************
 20 REM *DECIMAL LOADER*
 30 REM ****************
 40 DATA 40500,40518,479
 50 DATA 41000,41899,445
 60 DATA 51000,51161,4324
 70 DATA 52000,52161,4249
 80 DATA 53000,53161,5411
 90 DATA 54000,54161,5336
100 DATA 55000,55161,8763
110 DATA 60000,60531,66240
120 RESTORE 40
130 READ A,B,C
140 LET D=0
145 CLS
```

```
 150 PRINT "ORG: ";A
 160 PRINT
 170 FOR N=A TO B STEP 6
 180 PRINT N;": ";
 190 FOR M=0 TO 5
 200 PRINT TAB M*4+7;
 210 INPUT "BYTE=";Z
 215 POKE N+M,Z
 220 PRINT Z;
 230 NEXT M
 240 PRINT
 250 NEXT N
 260 PRINT
 270 PRINT
 280 IF C<>D THEN  PRINT  FLASH 1;"ERROR
 IN ABOVE SECTION OF CODE": PAUSE 200: G
O TO 1000
 290 PRINT
 300 PRINT
 310 IF A<60000 THEN  GO TO 130
 320 CLS
 330 PRINT "INSERT TAPE."
 340 PRINT "THE CODE IS SAVED IN 4 PARTS
    SO PRESS ENTER BEFORE SAVING    EACH
 PROGRAM."
 350 SAVE "CODE1"CODE 40500,19
 360 SAVE "CODE2"CODE 41000,900
 370 SAVE "CODE3"CODE 51000,5162
 380 SAVE "CODE4"CODE 60000,532
 390 CLS
 400 PRINT "FINISHED SAVING."
 410 PRINT "REWIND TAPE."
 420 PRINT "PRESS <ENTER> TO VERIFY."
 430 PAUSE 0
 440 FOR N=1 TO 4: VERIFY ""CODE : NEXT
N
 450 CLS
 460 PRINT "ALL CODE SAVED SUCCESSFULLY.
"
```

```
 470 STOP
1000 CLS
1010 PRINT "CHECK CODE. PRESS <ENTER> TO
    SEE NEXT LINE. PRESS <C> TO      CORR
ECT LINE."
1020 PRINT
1030 PRINT
1040 PRINT
1045 LET D=0
1050 FOR N=A TO B STEP 6
1060 PRINT N;": ";
1070 FOR M=0 TO 5
1080 PRINT TAB M*4+7;PEEK (N+M);
1085 LET D=D+PEEK (N+M)
1090 NEXT M
1100 PAUSE 0
1110 IF INKEY$="C" THEN  GO TO 2000
1115 PRINT
1120 NEXT N
1130 IF C<>D THEN  GO TO 1000
1140 GO TO 130
2000 CLS
2010 PRINT "RETYPE INCORRECT LINE."
2020 PRINT AT 10,0;
2030 PRINT N;": ";
2040 FOR M=0 TO 5
2050 INPUT "BYTE=";Z
2060 POKE N+M,Z
2070 PRINT TAB M*4+7;PEEK (N+M);
2080 NEXT M
2090 GO TO 1000
```

DECIMAL DUMP

```
ORG: 40500

40500: 22  10  14  18  1   69
40506: 20  1   88  20  0   73
40512: 20  1   84  18  0   20
```

```
40518: 0   0   0   0   0   0

CHECKSUM=479


ORG: 41000

41000: 1   1   1   1   1   1
41006: 1   1   1   1   1   1
41012: 1   1   1   1   1   1
41018: 1   1   1   1   1   1
41024: 1   1   1   1   1   1
41030: 1   0   0   0   1   0
41036: 0   0   1   0   0   0
41042: 0   1   0   0   0   0
41048: 0   1   0   0   0   0
41054: 0   0   0   0   1   1
41060: 1   0   1   0   1   0
41066: 1   0   0   0   1   1
41072: 0   1   0   1   1   1
41078: 0   1   0   1   1   1
41084: 1   0   1   0   0   1
41090: 1   0   1   0   0   0
41096: 0   1   1   1   0   0
41102: 0   0   0   1   0   1
41108: 1   0   1   0   0   1
41114: 1   0   1   0   1   1
41120: 1   0   1   0   1   1
41126: 0   1   0   0   0   1
41132: 1   0   1   0   0   1
41138: 0   0   0   0   1   0
41144: 1   0   1   0   0   1
41150: 1   0   0   0   0   0
41156: 0   0   1   1   1   0
41162: 0   0   0   0   1   1
41168: 1   0   1   1   1   0
41174: 0   0   0   1   0   1
41180: 1   0   1   1   1   0
```

```
41186: 1   1   0   0   0   0
41192: 1   0   1   0   1   0
41198: 0   0   1   0   1   1
41204: 1   1   0   1   2   1
41210: 1   0   0   1   0   0
41216: 1   0   0   1   0   1
41222: 1   0   0   0   0   0
41228: 1   1   1   0   1   0
41234: 0   0   0   0   1   1
41240: 1   1   0   1   0   1
41246: 0   0   1   0   0   0
41252: 0   1   1   1   1   1
41258: 0   0   0   0   1   0
41264: 1   1   1   1   1   1
41270: 1   0   0   1   0   1
41276: 0   1   0   0   1   1
41282: 0   1   0   0   0   1
41288: 0   1   0   1   1   0
41294: 0   0   0   0   0   1
41300: 1   0   1   1   0   0
41306: 0   1   1   0   0   0
41312: 0   1   0   1   0   0
41318: 0   1   0   0   1   1
41324: 1   1   1   1   0   1
41330: 1   0   0   0   1   1
41336: 1   1   1   1   1   0
41342: 1   0   0   0   1   1
41348: 1   0   1   1   1   0
41354: 0   0   0   0   0   1
41360: 1   0   1   0   1   0
41366: 1   1   0   0   0   0
41372: 1   1   1   0   1   0
41378: 0   0   0   0   1   1
41384: 1   0   1   1   1   1
41390: 1   0   0   0   0   0
41396: 0   0   0   1   1   1
41402: 0   0   0   0   1   1
41408: 0   1   0   1   1   0
41414: 0   0   0   0   0   1
```

```
41420: 1  0  1  0  1  1
41426: 0  1  1  0  0  0
41432: 1  0  1  1  1  0
41438: 0  0  1  0  0  0
41444: 1  0  1  0  1  1
41450: 1  0  0  0  1  0
41456: 0  0  1  0  1  0
41462: 1  0  1  0  0  0
41468: 1  0  0  1  0  1
41474: 0  0  1  0  0  1
41480: 1  1  1  1  0  0
41486: 1  0  1  0  1  0
41492: 1  0  1  1  1  1
41498: 1  0  1  1  0  1
41504: 0  1  0  1  0  1
41510: 1  0  0  0  0  1
41516: 1  0  0  0  1  0
41522: 0  0  1  0  0  0
41528: 0  0  1  0  0  1
41534: 0  1  0  0  0  1
41540: 1  1  1  0  1  0
41546: 1  0  1  0  1  0
41552: 1  0  1  0  1  1
41558: 0  1  1  0  1  0
41564: 0  0  1  1  1  1
41570: 1  0  0  0  0  0
41576: 1  0  1  0  1  0
41582: 1  0  1  1  0  0
41588: 0  0  1  1  0  1
41594: 0  1  1  0  1  1
41600: 1  1  1  0  1  0
41606: 1  0  0  0  1  1
41612: 1  1  0  1  0  1
41618: 0  1  1  0  0  0
41624: 0  0  0  0  0  1
41630: 1  0  0  0  1  0
41636: 0  0  1  1  0  0
41642: 0  0  0  0  0  0
41648: 0  1  0  0  1  0
```

```
41654: 1  1  0  1  0  1
41660: 1  0  1  1  1  0
41666: 1  0  0  0  0  1
41672: 1  0  1  1  0  1
41678: 0  1  0  1  0  0
41684: 0  1  0  1  0  1
41690: 1  0  0  0  1  0
41696: 1  1  1  0  1  0
41702: 0  1  1  1  0  1
41708: 0  0  0  1  0  1
41714: 0  1  1  1  0  1
41720: 1  0  1  0  1  0
41726: 0  0  0  0  1  1
41732: 0  1  0  0  0  1
41738: 1  1  1  1  1  1
41744: 1  0  0  0  0  1
41750: 1  0  0  1  1  0
41756: 1  1  1  0  1  1
41762: 0  1  0  1  0  0
41768: 1  0  0  0  0  0
41774: 1  1  0  1  1  1
41780: 1  1  0  0  0  0
41786: 1  0  0  0  0  0
41792: 0  0  0  1  1  0
41798: 0  0  1  1  1  0
41804: 0  1  0  0  0  1
41810: 1  0  0  1  0  1
41816: 1  1  1  0  1  1
41822: 0  1  0  1  1  1
41828: 1  1  0  0  0  1
41834: 0  1  1  1  0  1
41840: 1  1  0  1  0  0
41846: 0  0  0  0  0  0
41852: 0  0  0  0  0  0
41858: 0  0  0  1  0  0
41864: 0  0  0  0  0  1
41870: 1  1  1  1  1  1
41876: 1  1  1  1  1  1
41882: 1  1  1  1  1  1
```

```
41888: 1   1   1   1   1   1
41894: 1   1   1   1   1   1

CHECKSUM=445

ORG: 51000

51000: 75  108 1   2   1   1
51006: 24  0   1   1   1   2
51012: 1   255 0   0   0   0
51018: 74  106 1   2   1   1
51024: 26  0   1   1   1   2
51030: 1   255 0   0   0   0
51036: 71  102 3   4   1   1
51042: 28  0   1   1   3   4
51048: 1   255 0   0   0   0
51054: 65  94  6   8   1   1
51060: 34  0   1   1   6   8
51066: 1   255 0   0   0   0
51072: 57  82  8   12  1   1
51078: 46  0   1   1   8   12
51084: 1   255 0   0   0   0
51090: 45  64  12  18  1   1
51096: 62  0   1   1   12  18
51102: 1   255 0   0   0   0
51108: 29  40  16  24  1   1
51114: 86  0   1   1   16  24
51120: 1   255 0   0   0   0
51126: 7   8   22  32  1   1
51132: 118 0   1   1   22  32
51138: 1   255 0   0   0   0
51144: 1   0   6   8   1   1
51150: 162 0   1   1   6   8
51156: 1   255 0   0   0   0

CHECKSUM=4324
```

```
ORG: 52000

52000: 76  108 0   2   1   1
52006: 24  0   1   1   0   2
52012: 1   255 0   0   0   0
52018: 75  106 0   2   1   1
52024: 26  0   1   1   0   2
52030: 1   255 0   0   0   0
52036: 74  102 0   4   1   1
52042: 28  0   1   1   0   4
52048: 1   255 0   0   0   0
52054: 71  94  0   8   1   1
52060: 34  0   1   1   0   8
52066: 1   255 0   0   0   0
52072: 65  82  0   12  1   1
52078: 46  0   1   1   0   12
52084: 1   255 0   0   0   0
52090: 57  64  0   18  1   1
52096: 62  0   1   1   0   18
52102: 1   255 0   0   0   0
52108: 45  40  0   24  1   1
52114: 86  0   1   1   0   24
52120: 1   255 0   0   0   0
52126: 29  8   0   32  1   1
52132: 118 0   1   1   0   32
52138: 1   255 0   0   0   0
52144: 7   0   0   8   1   1
52150: 162 0   1   1   0   8
52156: 1   255 0   0   0   0

CHECKSUM=4249


ORG: 53000

53000: 75  147 1   2   1   255
53006: 24  0   1   1   1   2
53012: 1   1   0   0   0   0
```

```
53018: 74  149 1   2   1   255
53024: 26  0   1   1   1   2
53030: 1   1   0   0   0   0
53036: 71  153 3   4   1   255
53042: 28  0   1   1   3   4
53048: 1   1   0   0   0   0
53054: 65  161 6   8   1   255
53060: 34  0   1   1   6   8
53066: 1   1   0   0   0   0
53072: 57  173 8   12  1   255
53078: 46  0   1   1   8   12
53084: 1   1   0   0   0   0
53090: 45  191 12  18  1   255
53096: 62  0   1   1   12  18
53102: 1   1   0   0   0   0
53108: 29  215 16  24  1   255
53114: 86  0   1   1   16  24
53120: 1   1   0   0   0   0
53126: 7   247 22  32  1   255
53132: 118 0   1   1   22  32
53138: 1   1   0   0   0   0
53144: 1   255 6   8   1   255
53150: 162 0   1   1   6   8
53156: 1   1   0   0   0   0

CHECKSUM=5411


ORG: 54000

54000: 76  147 0   2   1   255
54006: 24  0   1   1   0   2
54012: 1   1   0   0   0   0
54018: 75  149 0   2   1   255
54024: 26  0   1   1   0   2
54030: 1   1   0   0   0   0
54036: 74  153 0   4   1   255
54042: 28  0   1   1   0   4
```

```
54048: 1   1   0   0   0   0
54054: 71  161 0   8   1   255
54060: 34  0   1   1   0   8
54066: 1   1   0   0   0   0
54072: 65  173 0   12  1   255
54078: 46  0   1   1   0   12
54084: 1   1   0   0   0   0
54090: 57  191 0   18  1   255
54096: 62  0   1   1   0   18
54102: 1   1   0   0   0   0
54108: 45  215 0   24  1   255
54114: 86  0   1   1   0   24
54120: 1   1   0   0   0   0
54126: 29  247 0   32  1   255
54132: 118 0   1   1   0   32
54138: 1   1   0   0   0   0
54144: 7   255 0   8   1   255
54150: 162 0   1   1   0   8
54156: 1   1   0   0   0   0

CHECKSUM=5336


ORG: 55000

55000: 76  110 24  0   1   1
55006: 0   35  1   1   24  0
55012: 255 1   0   35  1   255
55018: 75  108 26  0   1   1
55024: 0   39  1   1   26  0
55030: 255 1   0   39  1   255
55036: 74  106 28  0   1   1
55042: 0   43  1   1   28  0
55048: 255 1   0   43  1   255
55054: 71  102 34  0   1   1
55060: 0   51  1   1   34  0
55066: 255 1   0   51  1   255
55072: 65  94  46  0   1   1
```

```
55078: 0   67  1   1   46  0
55084: 255 1   0   67  1   255
55090: 57  82  62  0   1   1
55096: 0   91  1   1   62  0
55102: 255 1   0   91  1   255
55108: 45  64  86  0   1   1
55114: 0   127 1   1   86  0
55120: 255 1   0   127 1   255
55126: 29  40  118 0   1   1
55132: 0   175 1   1   118 0
55138: 255 1   0   175 1   255
55144: 7   8   162 0   1   1
55150: 0   239 1   1   162 0
55156: 255 1   0   239 1   255

CHECKSUM=8763


ORG: 60000

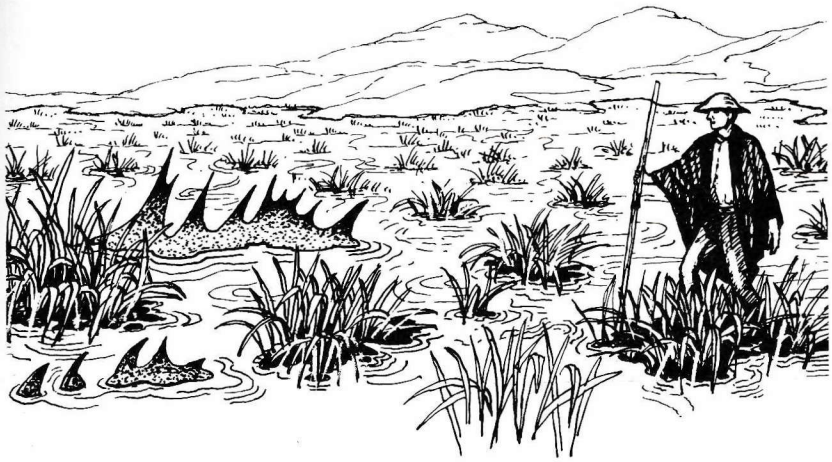
60000: 62  2   205 1   22  205
60006: 107 13  42  70  156 17
60012: 80  195 58  72  156 203
60018: 71  40  5   205 221 234
60024: 24  21  203 87  40  5
60030: 205 13  235 24  12  203
60036: 103 40  5   205 245 234
60042: 24  3   205 50  235 205
60048: 138 235 62  239 219 254
60054: 203 79  202 184 234 203
60060: 95  202 168 234 203 87
60066: 202 176 234 195 146 234
60072: 58  72  156 15  15  195
60078: 107 235 58  72  156 7
60084: 7   195 107 235 58  72
60090: 156 42  70  156 203 71
60096: 204 91  235 203 87  204
60102: 97  235 203 103 204 99
```

```
60108: 235 203 119 204 105 235
60114: 203 70  194 107 235 34
60120: 70  156 195 107 235 43
60126: 6   9   205 87  235 35
60132: 205 87  235 35  205 87
60138: 235 213 17  32  0   237
60144: 82  209 16  236 201 35
60150: 6   9   205 87  235 43
60156: 205 87  235 43  205 87
60162: 235 213 17  32  0   237
60168: 90  209 16  236 201 213
60174: 17  30  0   237 82  209
60180: 6   9   205 87  235 14
60186: 2   213 17  30  0   237
60192: 90  209 205 87  235 13
60198: 32  243 213 17  59  0
60204: 237 82  209 16  229 201
60210: 213 17  30  0   237 90
60216: 209 6   9   205 87  235
60222: 14  2   213 17  30  0
60228: 237 82  209 205 87  235
60234: 13  32  243 213 17  59
60240: 0   237 90  209 16  229
60246: 201 126 18  19  201 17
60252: 30  0   237 90  201 43
60258: 201 17  30  0   237 82
60264: 201 35  201 50  72  156
60270: 62  127 219 254 1   254
60276: 254 237 64  176 31  208
60282: 42  70  156 62  160 188
60288: 194 96  234 62  248 189
60294: 194 96  234 201 17  162
60300: 0   237 83  66  156 17
60306: 80  195 237 83  68  156
60312: 42  68  156 203 70  35
60318: 35  34  68  156 40  15
60324: 33  38  199 237 91  66
60330: 156 237 90  205 10  236
60336: 195 184 235 33  14  203
```

```
60342: 24  239 42  68  156 203
60348: 70  35  35  34  68  156
60354: 40  14  33  246 206 237
60360: 91  66  156 237 90  205
60366: 10  236 24  5   33  222
60372: 210 24  240 42  68  156
60378: 203 78  40  3   205 101
60384: 236 42  68  156 203 70
60390: 43  34  68  156 40  13
60396: 33  198 214 237 91  66
60402: 156 237 90  205 45  236
60408: 201 42  66  156 17  18
60414: 0   237 82  34  66  156
60420: 124 181 194 152 235 201
60426: 70  35  78  35  34  64
60432: 156 205 229 34  217 229
60438: 217 205 86  236 205 186
60444: 36  205 86  236 205 186
60450: 36  205 86  236 205 186
60456: 36  217 225 217 201 70
60462: 35  78  35  34  64  156
60468: 205 229 34  217 229 217
60474: 205 86  236 205 186 36
60480: 205 86  236 205 186 36
60486: 205 86  236 205 186 36
60492: 205 86  236 205 186 36
60498: 217 225 217 201 42  64
60504: 156 70  35  78  35  86
60510: 35  94  35  34  64  156
60516: 201 62  2   205 1   22
60522: 17  52  158 1   19  0
60528: 205 60  32  201 0   0

CHECKSUM=66148
```

5
Quadriland



Scenario

As the last of the great Quadrillion Knights it is your duty to release the Quadriland from the grip of the Dark Warlock who has brought hundreds of years of death, famine and misery to this once beautiful and prosperous planet.

After taking power about five hundred years ago, the all-powerful dreaded Warlock split himself into three selves of differing power with each self ruling a particular kingdom from a hidden and dangerous fortress.

Your task is to explore the world of Quadriland, visiting continents, islands, villages and castles, and to conquer fearsome monsters and beasts, in search of artefacts, weapons and spells without which the Warlock can never be defeated.

Hints on Entry

The entire game is written in about 75K of program and uses BASIC together with machine-code routines to speed up the graphics.

To enter all of this information into the 48K of the computer ('the pint in the half-pint pot problem'), the game has been divided into three distinct sections which should be entered and saved on tape according to the instructions listed below. To do this correctly you will require a blank cassette with both sides free.

Instructions

STEP 1 Type program QUAD.1 into the computer, taking great care with all the data lines. A missing or incorrect value at this stage will cause problems later on.

STEP 2 Save the program on side B of the tape using the command

SAVE "QUAD.1"

STEP 3 Type the program QUAD.2 into the computer, again taking great care with the numerous lines of data.

STEP 4 Save the program onto side B of the tape directly after QUAD.1 using the command

SAVE "QUAD.2"

STEP 5 Type in the main program QUAD.3 taking the usual care over the user-defined graphics and spaces.

Do not run the program at this stage.

STEP 6 Save the third and final program on side A of the tape using the command

SAVE "QUAD.3" LINE 1

STEP 7 Load the program QUAD.1 and type RUN. After a period of several minutes the OK message will appear on the screen. Now load QUAD.2 and type RUN. After a similar period, the OK message should again appear on the screen.

STEP 8 The machine-code routines, the map and the village plans are now installed in high memory and can be saved onto side A of the tape for future use by the main program. Save them directly after the program QUAD.3 by using the commands

```
SAVE "CODE" CODE 50000,15536
SAVE "CHR" CODE USR"A",72
```

You are now ready to play Quadriland.

Techniques

The complexity of any adventure game will depend very much on the map or plan being used. In general, the larger the plan then the more complex and fascinating the game. The requirement of a very large map can often pose great problems for the programmer since the most common method of representation — a multi-dimensional array (i.e. A(x,y)) — uses a lot of RAM, leaving very little space for the program, instructions and graphics.

An alternative approach is to use a pseudo-array stored in high memory. Values can be placed in sequence above RAMTOP by using an initialization program and then saved on tape, using the SAVE "" CODE procedure, or passed to the main program.

The only drawback of a pseudo-array of this form is the addressing. Unlike an ordinary array which is accessed by using a simple statement (i.e. A(x,y)), the pseudo version requires a mathematical formula to be applied to the parameters before obtaining the appropriate information.

Example

Consider a (100×100) pseudo-array stored sequentially in high memory between locations 40000 and 49999 inclusive. To access an address given by the parameters x,y we require the command

```
PEEK (((100*x)+y)+40000)
```

In general, the amount of memory which can be saved using this technique is vast. The above example represents a saving in excess of 20K.

Playing Instructions

Quadriland is a real-time graphics adventure, meaning that the game will continue even when commands are not being given, therefore fast reflexes are just as important as a logical brain and expertise in the art of adventuring.

When the game is loaded from tape you will be placed somewhere in the centre of Quadriland, from where you must explore the world by using the movement controls as listed in Table 6.

Table 6

Key	*Direction*
6	West
7	East
8	South
9	North
7&9	North-east
7&8	South-east
6&8	South-west
6&9	North-west

Throughout the game, various pieces of information will be displayed on the screen. These include a key to the types of terrain, combat situations and the player's attributes. These attributes should be watched very closely as they control the balance of the game. If any of these should fall below zero, all is lost and the game is over.

Terrain

As can be seen from the key on the screen, there are many different types of terrain, and these have different effects on the player's attributes. It may therefore be useful to remember the following points:

1) You can't walk on water.
2) Mountains are impassable on foot.
3) Extra food is required while in the desert.
4) Walking through fields of Quadrillion poppies may damage your health but can result in wonderful experiences.

Monsters

During your travels throughout the length and breadth of Quadriland you will no doubt encounter numerous monsters, which can be attacked by pressing a movement key (see Table 6) and the 0-key simultaneously. For example

6,8,0 simultaneously — attacks south-west
9,0 simultaneously — attacks north

The strength of each monster will depend on its gender and information relating to this must be gained during the adventure.

Villages

As with all worlds, Quadriland has many populated areas, represented on the map in black, and these can be explored by moving into the appropriate square and using the ENTER command.

Commands

To make the game as fast as possible, all the commands are available by pressing one key; these are listed in Table 7 for convenience. How they operate and where they can be used is for you to discover.

Table 7

Key	*Command*
D	Dig
S	Save game
L	Load game
O	Open
J	Jump
E	Enter village or castle
B	Get on or off boat
T	Transact
C	Converse
P	Pause
I	Inventory

Good luck, and remember Quadriland is a very big world.

Listing

IMPORTANT

1) THIS PROGRAM SHOULD BE ENTERED USING CAPS LOCK.
2) SPACES WITHIN THE TEXT SHOULD BE ENTERED AS LISTED.
3) ALL GRAPHICS CHARACTERS ARE INDICATED BY LOWER CASE LETTERS.

QUAD.1

```
   1 CLEAR 49999
   3 PRINT : PRINT : PRINT
   4 PRINT TAB (4);: FLASH 1: PRINT "INI
TALIZATION IN PROGRESS": FLASH 0
   5 PRINT : PRINT
   6 PRINT TAB (11);: FLASH 1: PRINT "PL
EASE WAIT": FLASH 0
  10 LET A=59001
  20 READ B
  30 POKE A,B
  40 LET A=A+1
  50 IF B=201 THEN  GO TO 80
  60 GO TO 0020
  70 DATA 1,130,3,33,96,234,126,30,7,87,
130,29,194,131,230,50,143,92,62,32,197,2
29,215,225,193,35,13,194,127,230,14,255,
5,194,127,230,201
  80 LET U=60000
  90 READ A,B
 100 FOR I=1 TO A
 110 POKE U,B
 120 LET U=U+1
 130 NEXT I
 140 IF U<65120 THEN  GO TO 0090
 150 GO TO 1000
 160 DATA 32,4,5,0,1,4,5,0,1,4,5,0,1,4,5
,0,1,4,5,0,3,4,1,0,3,2,1,0,1,4,1,0,3,2,1
```

```
,0,1,4,1,0,3,2,1,0,1,4,1,0,3,2,1,0,1,4,1
,0,3,2,1,0,3,4
 170 DATA 2,0,1,2,2,0,1,4,2,0,1,2,2,0,1,
4,2,0,1,2,2,0,1,4,2,0,1,2,2,0,1,4,2,0,1,
2,2,0,3,4
 180 DATA 32,4,2,0,1,2,2,0,1,4,2,0,1,2,2
,0,1,4,2,0,1,2,2,0,1,4,2,0,1,2,2,0,1,4,2
,0,1,2,2,0,3,4
 190 DATA 1,0,3,2,1,0,1,4,1,0,3,2,1,0,1,
4,1,0,3,2,1,0,1,4,1,0,3,2,1,0,1,4,1,0,3,
2,1,0,3,4
 200 DATA 5,0,1,4,5,0,1,4,5,0,1,4,5,0,1,
4,5,0,3,4,32,4,32,4,6,0,21,4,5,0,1,0,3,2
,2,0,21,4,1,0,3,2,1,0
 210 DATA 1,0,3,2,2,0,21,4,1,0,3,2,1,0
 220 DATA 1,0,5,2,4,4,3,0,2,4,3,0,9,4,4,
2,1,0,1,0,3,2,2,0,6,4,1,0,2,4,1,0,11,4,1
,0,3,2,1,0,1,0,3,2,2,0,6,4,1,0,2,4,1,0,1
1,4,1,0,3,2,1,0
 230 DATA 1,0,3,2,2,0,6,4,1,0,2,4,1,0,11
,4,1,0,3,2,1,0,6,0,6,4,1,0,2,4,1,0,11,4,
5,0,12,4,1,0,2,4,1,0,16,4,13,0,2,4,17,0
 240 DATA 32,0,7,0,3,4,5,0,2,4,7,0,2,4,6
,0,2,0,4,2,1,0,3,4,1,0,3,2,1,0,2,4,1,0,5
,2,1,0,2,4,1,0,3,2,2,0,2,0,4,2,1,0,3,4,2
,0,1,2,2,0,2,4,3,0,1,2,3,0,2,4,2,0,1,2,3
,0
 250 DATA 2,0,5,2,24,4,1,0,2,0,4,2,1,0,2
4,4,1,0,2,0,4,2,1,0,24,4,1,0,7,0,24,4,1,
0,31,4,1,0,13,4,5,1,3,4,11,0,7,0,6,4,4,1
,4,4,1,0,9,2,1,0
 260 DATA 2,0,4,2,1,0,6,4,4,1,4,4,1,0,1,
2,7,0,1,2,1,0,2,0,4,2,1,0,6,4,4,1,4,4,1,
0,1,2,1,0,5,2,1,0,1,2,1,0
 270 DATA 2,0,5,2,6,4,3,1,5,4,1,0,1,2,1,
0,1,2,3,0,1,2,1,0,1,2,1,0,2,0,4,2,1,0,6,
4,3,1,6,4,1,2,1,0,3,2,1,0,1,2,1,0,1,2,1,
0,2,0,4,2,1,0,14,4,1,0,1,2,1,0,1,2,3,0,1
,2,1,0,1,2,1,0
```

```
 280 DATA 7,0,14,4,1,0,1,2,1,0,5,2,1,0,1
,2,1,0,1,0,11,4,1,0,2,4,1,0,5,4,1,0,1,2,
3,0,1,2,3,0,1,2,1,0,1,0,11,4,1,0,2,4,1,0
,5,4,1,0,9,2,1,0
 290 DATA 13,0,2,4,17,0
 300 DATA 32,0,1,0,7,4,1,0,7,2,1,0,2,4,1
,0,7,2,1,0,3,4,1,0,1,0,1,4,4,0,2,4,1,0,7
,2,1,0,2,4,1,0,7,2,1,0,3,4,1,0,1,0,1,4,1
,0,2,2,1,0,2,4,1,0,7,2,1,0,2,4,1,0,7,2,1
,0,3,4,1,0,1,0,1,4,1,0,2,2,1,0,2,4,4,0,1
,2,4,0,2,4,4,0,1,2,4,0,3,4,1,0
 310 DATA 1,0,1,4,1,0,2,2,1,0,25,4,1,0,1
,0,1,4,1,0,2,2,1,0,8,4,9,1,8,4,1,0,1,0,1
,4,1,0,2,2,1,0,8,4,5,1,12,4,1,0,1,0,1,4,
1,0,2,2,1,0,7,4,5,1,6,4,8,0,1,0,1,4,1,0,
3,2,7,4,5,1,6,4,1,0,6,2,1,0
 320 DATA 1,0,1,4,1,0,2,2,1,0,7,4,5,1,6,
4,1,0,1,2,4,0,1,2,1,0,1,0,1,4,1,0,2,2,1,
0,8,4,1,1,9,4,1,0,1,2,1,0,2,2,1,0,1,2,1,
0,1,0,1,4,1,0,2,2,1,0,8,4,1,1,9,4,1,0,1,
2,2,0,1,2,1,0,1,2,1,0
 330 DATA 1,0,1,4,1,0,2,2,1,0,8,4,2,1,8,
4,1,0,4,2,1,0,1,2,1,0,1,0,1,4,1,0,2,2,1,
0,8,4,2,1,8,4,6,0,1,2,1,0,1,0,1,4,1,0,2,
2,1,0,18,4,7,2,1,0,1,0,1,4,1,0,2,2,1,0,6
,4,1,0,2,4,1,0,8,4,8,0,1,0,1,4,4,0,6,4,1
,0,2,4,1,0,15,4,1,0
 340 DATA 1,0,11,4,1,0,2,4,1,0,15,4,1,0,
13,0,2,4,17,0
 350 DATA 19,4,13,0,19,4,1,0,4,4,1,0,6,2
,1,0,19,4,1,0,4,4,1,0,6,2,1,0,19,4,1,0,4
,4,1,0,1,2,3,0,2,2,1,0,19,4,1,0,4,4,1,0,
6,2,1,0,8,4,9,0,2,4,1,0,4,4,1,0,1,2,6,0
 360 DATA 8,4,1,0,7,1,1,0,1,4,2,0,4,4,1,
0,6,2,1,0,8,4,1,0,7,1,1,0,7,4,6,0,1,2,1,
0,8,4,1,0,7,1,1,0,7,4,1,0,6,2,1,0,8,4,1,
0,7,1,1,0,1,4,2,0,4,4,1,0,1,2,6,0,8,4,1,
0,7,1,1,0,2,4,1,0,4,4,1,0,6,2,1,0
 370 DATA 8,4,1,0,7,1,1,0,2,4,1,0,4,4,6,
```

```
0,1,2,1,0,8,4,1,0,7,1,1,0,2,4,1,0,4,4,1,
0,6,2,1,0,8,4,9,0,2,4,1,0,4,4,1,0,2,2,3,
0,1,2,1,0
 380 DATA 19,4,1,0,4,4,1,0,2,2,3,0,1,2,1
,0,19,4,1,0,4,4,2,0,5,2,1,0,19,4,1,0,4,4
,7,2,1,0,12,4,1,0,2,4,1,0,3,4,1,0,4,4,2,
0,5,2,1,0,12,4,1,0,2,4,1,0,3,4,1,0,4,4,1
,0,6,2,1,0,13,0,2,4,17,0
 390 DATA 7,0,21,4,4,0,1,0,5,2,1,0,21,4,
1,0,2,2,1,0,1,0,5,2,1,0,21,4,3,2,1,0,1,0
,5,2,1,0,21,4,1,0,2,2,1,0,1,0,6,2,3,4,2,
0,1,2,2,0,5,4,4,1,4,4,4,0
 400 DATA 7,0,3,4,1,0,3,2,1,0,5,4,1,1,2,
4,1,1,8,4,10,4,3,0,1,2,1,0,1,4,5,1,2,4,9
,1,12,4,1,0,1,2,1,0,1,4,1,1,15,4,12,4,3,
0,1,4,1,1,15,4,16,4,1,1,10,4,5,0,5,4,5,1
,6,4,1,1,10,4,1,0,3,2,1,0
 410 DATA 5,4,1,1,3,4,1,1,3,4,4,1,10,4,1
,0,3,2,1,0,5,4,1,1,3,4,5,1,13,4,1,0,3,2,
1,0,3,4,3,1,21,4,4,2,1,0,2,4,2,1,23,4,1,
0,3,2,1,0,27,4,1,0,3,2,1,0
 420 DATA 27,4,5,0,12,4,1,0,2,4,1,0,16,4
,12,4,1,0,2,4,1,0,16,4,13,0,2,4,17,0
 430 DATA 14,0,2,4,7,0,1,4,7,0,1,4,1,0,1
2,2,1,0,2,4,1,0,5,2,1,0,1,4,1,0,5,2,1,0,
1,4,1,0,1,2,10,0,1,2,1,0,2,4,1,0,5,2,1,0
,1,4,1,0,5,2,1,0,1,4,1,0,1,2,1,0,1,2,1,0
,1,2,1,0,1,2,1,0,2,2,1,0,1,2,1,0,2,4,3,0
,1,2,3,0,1,4,3,0,1,2,3,0,1,4
 440 DATA 1,0,1,2,1,0,1,2,1,0,1,2,1,0,1,
2,1,0,2,2,1,0,1,2,1,0,18,4,1,0,1,2,1,0,8
,2,1,0,1,2,1,0,10,4,3,1,5,4,1,0,1,2,3,0,
4,2,3,0,1,2,1,0,10,4,2,1,6,4,1,0,12,2,1,
0,10,4,2,1,6,4
 450 DATA 5,0,5,2,4,0,2,4,9,1,7,4,4,4,1,
0,5,2,1,0,5,4,5,1,11,4,4,4,1,0,5,2,1,0,5
,4,5,1,11,4,4,4,3,0,1,2,3,0,21,4,32,4,32
,4,32,4,32,4,32,4,32,4,32,4,13,0,2,4,17,
0
```

```
460 DATA 32,0,1,0,3,2,5,0,2,4,1,0,7,2,1
,0,7,4,1,0,3,2,1,0,1,0,3,2,1,0,1,4,2,1,3
,4,1,0,7,2,1,0,7,4,4,2,1,0,1,0,3,2,1,0,1
,4,2,1,4,4,3,0,1,2,3,0,8,4,1,0,3,2,1,0
470 DATA 1,0,4,2,1,0,1,4,1,4,19,4,5,0,1
,0,4,2,1,0,1,4,2,1,21,4,2,0,4,0,1,2,1,0,
1,4,2,1,15,4,6,1,2,0,2,0,6,4,1,1,14,4,2,
1,5,4,2,0,2,0,2,1,1,4,4,1,10,4,6,1,3,4,4
,0,4,0,1,2,3,0,1,1,10,4,1,1,1,4,1,1,5,4,
1,0,3,2,1,0
480 DATA 1,0,6,2,1,0,6,1,1,4,5,1,1,4,3,
1,3,4,1,0,3,2,1,0,1,0,4,2,3,0,1,1,14,4,1
,1,3,4,1,0,3,2,1,0,6,0,3,1,18,4,1,0,3,2,
1,0,2,0,5,1,2,0,3,4,1,0,2,4,1,0,7,4,1,1,
3,4,4,2,1,0
490 DATA 9,0,3,4,1,0,2,4,1,0,6,4,2,1,3,
4,1,0,3,2,1,0,1,0,8,2,3,4,1,0,2,4,1,0,6,
4,1,1,4,4,1,0,3,2,1,0,1,0,7,2,1,0,3,4,1,
0,2,4,1,0,6,4,1,1,4,4,1,0,3,2,1,0,1,0,7,
2,1,0,3,4,1,0,2,4,1,0,5,4,3,0,3,4,1,0,3,
2,1,0,13,0,2,4,17,0,13,0,2,4,17,0
500 DATA 32,0,1,0,30,5,1,0,1,0,1,5,5,0,
24,5,1,0,1,0,1,5,1,0,3,2,11,0,14,5,1,0,1
,0,1,5,1,0,3,2,2,3,1,6,1,3,1,6,1,3,1,6,1
,3,2,6,1,0,5,5,8,0,1,5,1,0
510 DATA 1,0,1,5,1,0,3,2,9,0,1,6,1,0,5,
5,1,0,6,6,1,0,1,5,1,0,1,0,1,5,5,0,7,5,1,
0,1,6,1,0,5,5,1,0,1,6,4,0,1,6,1,0,1,5,1,
0,1,0,13,5,1,0,1,6,1,0,5,5,1,0,4,6,1,0,1
,6,1,0,1,5,1,0
520 DATA 1,0,13,5,1,0,1,6,7,0,4,6,1,0,1
,6,1,0,1,5,1,0,1,0,13,5,1,0,9,6,4,0,1,6,
1,0,1,5,1,0,1,0,13,5,9,0,1,6,1,0,4,6,1,0
,1,5,1,0,1,0,20,5,1,0,2,6,1,0,1,6,4,0,1,
5,1,0
530 DATA 1,0,11,5,10,0,2,6,1,0,1,6,1,0,
4,5,1,0,1,0,11,5,1,0,8,6,1,0,2,6,1,0,1,6
,1,0,4,5,1,0,1,0,11,5,1,0,2,6,5,0,1,6,4,
0,1,6,1,0,4,5,1,0,1,0,11,5,1,0,2,6,1,0,3
,5,1,0,6,6,1,0,4,5,1,0
```

```
 540 DATA 1,0,11,5,1,0,2,3,1,0,3,5,8,0,4
,5,1,0,1,0,11,5,1,0,2,3,1,0,15,5,1,0,13,
0,2,2,17,0,13,0,2,2,17,0
1000 REM *UDG'S*
1010 FOR N=0 TO 71
1020 READ A
1030 POKE USR "A"+N,A
1040 NEXT N
1050 DATA 60,60,24,255,153,60,36,36,16,5
6,124,126,16,255,126,60,192,192,92,85,85
,85,119,0,14,15,12,62,255,255,36,54,60,3
6,60,24,126,90,90,36,56,124,84,124,124,2
34,181,171,26,26,254,18,58,42,42,42
1060 DATA 231,60,126,255,153,255,195,126
,0,60,126,255,129,153,129,255
```

QUAD.2

```
   1 CLEAR 49999
   2 CLS
   3 PRINT : PRINT : PRINT
   4 PRINT TAB (4);: FLASH 1: PRINT "INI
TALIZATION IN PROGRESS": FLASH 0
   5 PRINT : PRINT
   6 PRINT TAB (11);: FLASH 1: PRINT "PL
EASE WAIT": FLASH 0
  10 GO SUB 1000
  20 LET AA=50000
  30 GO SUB 9000
  35 LET I=51
  36 LET J=34
  40 POKE 57997,I
  45 POKE 57998,0
  50 POKE 57999,J
  55 POKE 58000,0
  70 STOP
1010 LET I=58001
1020 READ A
1030 POKE I,A
1035 IF A=201 THEN  RETURN
```

```
1040 LET I=I+1
1050 GO TO 1020
1060 DATA 42,143,226,22,101,43,229,193,9
,21,194,153,226
1070 DATA 237,75,141,226,9,17,74,193,25,
34,139,226,6,11,14,17,197,42,139,226
1080 DATA 126,6,7,79,129,5,194,182,226,7
9,33,143,92,113,62,32,215,42,139,226
1090 DATA 35,34,139,226,193,0,13,194,174
,226,62,13,215,42,139,226,17,85,00,25,34
,139,226,0,5,194,172,226,201
9000 FOR J=1 TO 5
9010 FOR I=1 TO 102
9020 POKE AA,5
9025 LET AA=AA+1
9030 NEXT I
9040 NEXT J
9050 LET J=6: LET I=0
9060 READ A,B
9070 FOR K=1 TO A
9080 LET I=I+1
9090 POKE AA,B
9095 LET AA=AA+1
9100 NEXT K
9110 IF I<>102 THEN  GO TO 9060
9120 LET J=J+1: LET I=0
9130 IF J<>64 THEN  GO TO 9060
9140 FOR J=1 TO 5
9141 FOR I=1 TO 102
9142 POKE AA,5
9143 LET AA=AA+1
9144 NEXT I
9145 NEXT J
9146 RETURN
9150 DATA 8,5,86,1,8,5
9160 DATA 8,5,1,1,1,4,65,1,1,7,9,1,4,7,5
,1,8,5
9170 DATA 8,5,6,1,3,7,2,4,4,7,23,1,8,7,2
,4,16,1,4,7,9,1,4,7,5,1,8,5
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9180 DATA 8,5,6,1,3,7,4,4,2,7,23,1,7,7,3
,4,18,1,2,4,6,1,1,4,3,7,1,2,2,7,5,1,8,5
9190 DATA 8,5,6,1,3,7,4,4,6,7,7,1,3,7,7,
1,7,7,5,4,12,1,2,4,4,1,3,4,2,1,1,0,2,1,3
,4,6,7,3,1,8,5
9200 DATA 8,5,6,1,3,7,8,4,1,7,8,1,1,7,1,
2,1,7,7,1,13,4,9,1,2,3,5,4,6,1,1,4,2,1,9
,4,3,1,8,5
9210 DATA 8,5,6,1,2,7,10,4,7,1,5,4,6,1,1
3,4,9,1,1,3,2,4,1,0,2,4,7,1,12,4,3,1,8,5
9220 DATA 8,5,3,1,1,0,2,4,2,7,13,4,7,1,2
,4,6,1,13,4,10,1,4,4,8,1,3,4,1,0,5,4,6,1
,8,5
9230 DATA 8,5,6,1,1,7,7,4,1,0,6,4,12,1,1
6,4,10,1,2,4,10,1,9,4,6,1,8,5
9240 DATA 8,5,6,1,1,7,12,4,14,1,12,4,1,0
,8,4,17,1,9,4,6,1,8,5
9250 DATA 8,5,6,1,2,7,11,4,14,1,21,4,3,1
,1,4,5,1,1,4,9,1,7,4,6,1,8,5
9260 DATA 8,5,7,1,1,7,11,4,14,1,6,4,8,3,
7,4,9,1,2,4,8,1,4,4,1,0,4,4,4,1,8,5
9270 DATA 8,5,7,1,1,7,4,4,3,3,8,4,10,1,6
,4,8,3,17,1,5,4,13,4,4,1,8,5
9280 DATA 8,5,7,1,5,4,3,3,8,4,11,1,5,4,8
,3,5,4,17,1,13,4,4,1,8,5
9290 DATA 8,5,7,1,5,4,3,3,8,4,11,1,5,4,8
,3,3,4,19,1,4,4,6,3,4,3,3,1,8,5
9300 DATA 8,5,3,1,1,4,2,3,6,4,3,3,5,4,14
,1,5,4,8,3,3,4,19,1,4,3,8,3,2,4,3,1,8,5
9310 DATA 8,5,3,1,9,4,5,3,3,4,14,1,11,4,
2,3,3,4,1,1,1,4,18,1,3,4,8,3,2,4,3,1,8,5
9320 DATA 8,5,8,1,4,4,5,3,4,4,1,3,4,1,6,
4,4,1,9,4,2,3,5,4,18,1,3,4,8,3,4,4,1,1,8
,5
9330 DATA 8,5,8,1,13,4,1,3,4,1,1,4,4,3,1
,4,4,1,9,4,2,3,5,4,15,1,6,4,8,3,4,4,1,1,
8,5
9340 DATA 8,5,8,1,13,4,1,3,1,4,3,1,2,4,1
,3,1,0,1,3,3,4,2,1,2,4,1,0,13,4,15,1,6,4
,8,3,4,4,1,1,8,5
```

```
9350 DATA 8,5,5,1,16,4,1,3,1,4,3,1,2,4,3
,3,3,4,2,1,14,4,19,1,9,4,3,3,2,4,3,1,8,5
9360 DATA 8,5,5,1,16,4,1,3,1,4,3,1,6,4,4
,1,14,4,19,1,9,4,3,3,2,4,3,1,8,5
9370 DATA 8,5,5,1,16,4,1,3,1,4,3,1,6,4,4
,1,14,4,24,1,4,4,3,3,2,4,3,1,8,5
9380 DATA 8,5,10,1,9,4,2,1,1,3,1,4,4,1,5
,4,4,1,14,4,8,1,2,4,11,1,12,4,3,1,8,5
9390 DATA 8,5,10,1,10,4,1,1,2,4,4,1,6,4,
6,1,11,4,6,1,2,4,1,0,1,4,2,3,9,1,12,4,3,
1,8,5
9400 DATA 8,5,10,1,8,4,8,1,4,4,3,6,6,1,8
,4,10,1,3,4,11,1,8,4,2,6,2,4,3,1,8,5,8,5
,10,1,8,4,2,1,1,4,5,1,4,4,5,6,4,1,8,4,24
,1,3,6,5,4,4,6,3,1,8,5
9410 DATA 8,5,7,1,1,4,2,6,8,4,8,1,5,4,1,
6,1,0,2,6,4,1,1,4,2,6,3,4,8,1,1,4,1,6,1,
4,12,1,1,4,14,6,3,1,8,5
9420 DATA 8,5,7,1,1,4,1,6,7,4,12,1,3,4,3
,6,5,1,4,6,10,1,1,4,1,6,13,1,1,4,14,6,3,
1,8,5
9430 DATA 8,5,7,1,6,4,3,6,14,1,1,4,1,6,7
,1,4,6,23,1,3,4,6,6,1,4,1,0,1,4,3,6,5,1,
8,5
9440 DATA 8,5,4,1,3,6,6,4,5,6,2,4,19,1,4
,6,23,1,5,4,4,6,3,4,4,6,4,1,8,5
9450 DATA 8,5,4,1,14,6,2,4,16,1,4,4,3,6,
22,1,6,4,9,6,2,4,4,1,8,5
9460 DATA 8,5,4,1,14,6,2,4,16,1,1,4,6,6,
22,1,19,4,2,1,8,5
9470 DATA 8,5,4,1,14,6,3,4,15,1,7,6,20,1
,21,4,2,1,8,5
9480 DATA 8,5,3,1,9,4,6,6,4,4,11,1,14,4,
7,1,3,4,6,1,10,4,7,3,4,4,2,1,8,5
9490 DATA 8,5,3,1,9,4,6,6,6,4,9,1,14,4,7
,1,1,4,1,0,5,1,12,4,7,3,4,4,2,1,8,5
9500 DATA 8,5,3,1,21,4,7,1,16,4,14,1,4,4
,1,0,7,4,7,3,1,4,5,1,8,5
```

```
9510 DATA 8,5,3,1,6,4,1,0,12,4,9,1,5,4,6
,3,7,4,12,1,12,4,7,3,1,4,5,1,8,5
9520 DATA 8,5,2,1,20,4,9,1,5,4,6,3,7,4,1
3,1,2,4,3,7,6,4,7,3,1,4,5,1,8,5
9530 DATA 8,5,2,1,12,4,5,3,3,4,6,1,2,4,1
,1,5,4,6,3,3,4,1,0,3,4,13,1,2,4,3,7,6,4,
5,3,5,4,3,1,8,5
9540 DATA 8,5,2,1,12,4,5,3,6,4,3,1,6,4,8
,3,7,4,13,1,3,4,4,7,4,4,5,3,5,4,3,1,8,5
9550 DATA 8,5,1,1,10,4,8,3,6,4,1,1,1,4,1
,1,1,4,1,0,4,4,8,3,5,4,15,1,4,4,3,7,4,4,
5,3,5,3,3,1,8,5
9560 DATA 8,5,1,1,10,4,8,3,6,4,1,1,1,4,1
,1,6,4,8,3,5,4,18,1,1,4,6,7,8,4,6,1,8,5
9570 DATA 8,5,1,1,10,4,5,3,6,4,6,1,19,4,
18,1,5,4,2,7,8,4,6,1,8,5
9580 DATA 8,5,7,1,4,4,5,3,6,4,9,1,16,4,1
8,1,5,4,2,7,5,4,1,0,2,4,6,1,8,5
9590 DATA 8,5,7,1,15,4,9,1,16,4,8,1,2,4,
10,1,3,4,2,7,8,4,6,1,8,5
9600 DATA 8,5,7,1,12,4,1,7,11,1,13,4,11,
1,4,4,8,1,3,4,2,7,8,4,6,1,8,5
9610 DATA 8,5,5,1,12,4,3,7,11,1,13,4,9,1
,3,4,1,0,1,4,9,1,3,4,2,7,8,4,6,1,8,5
9620 DATA 8,5,5,1,12,4,1,7,16,1,10,4,10,
1,3,4,12,1,2,4,1,7,6,4,8,1,8,5
9630 DATA 8,5,5,1,7,4,1,2,2,4,3,7,16,1,4
,4,1,0,5,4,25,1,9,4,8,1,8,5
9640 DATA 8,5,5,1,1,4,4,3,5,4,2,7,17,1,1
0,4,23,1,1,7,10,4,8,1,8,5
9650 DATA 8,5,5,1,1,4,4,3,5,4,10,7,11,1,
2,4,3,7,5,1,4,7,15,1,3,7,6,4,12,1,8,5
9660 DATA 8,5,5,1,1,4,6,3,7,4,4,7,14,1,1
,4,3,7,5,1,1,7,1,4,4,7,5,1,3,4,3,1,3,7,1
,4,1,0,6,4,12,1,8,5
9670 DATA 8,5,8,1,1,4,3,3,6,4,1,0,2,7,8,
1,2,4,6,1,3,4,7,7,4,4,5,7,16,4,8,1,2,4,4
,1,8,5
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9680 DATA 8,5,8,1,11,4,2,7,7,1,1,4,1,0,1
,4,2,7,5,1,9,4,1,0,12,4,3,1,6,4,9,1,4,4,
4,1,8,5
9690 DATA 8,5,11,1,7,4,10,1,3,4,9,1,10,4
,5,1,5,4,3,1,4,4,10,1,2,4,1,0,1,4,5,1,8,
5
9700 DATA 8,5,40,1,10,4,27,1,1,4,8,1,8,5
9710 DATA 8,5,86,1,8,5
```

QUAD.3

```
  1 LET GO=0: LET CJ=NOT PI: LET CI=NOT
 PI: LET OPEN=NOT PI: LET WD=NOT PI: LET
 W1=1: LET W2=1: LET W3=1
  2 DIM R$(10,32): DIM I(30): DIM V(24)
: DIM X(24): DIM Y(24): DIM J(30): DIM M
(30): DIM S(30): DIM H(30)
  3 LOAD ""CODE : LOAD ""CODE
  4 PAPER 7: LET NO=NOT PI: LET SD=NOT
PI: LET I$="A SHORT SWORD/LEATHER ARMOUR
"
  5 LET NO=NOT PI: LET SD=NOT PI: LET I
$="A SHORT SWORD/LEATHER ARMOUR": CLS
  6 FOR K=21 TO 30: READ I(K),J(K),M(K)
  7 DATA 59,22,5,45,58,2,61,60,3,70,59,
4,75,42,3,60,21,1,60,20,1,83,10,5,84,10,
5,82,10,5
  8 LET S(K)=((J(K)-1)*102)+I(K)+50000:
 LET H(K)=M(K)*10
  9 NEXT K
 11 FOR K=1 TO 20
 12 LET J(K)=INT (RND*68): LET I(K)=INT
 (RND*102)
 13 LET S=((J(K)-1)*102)+I(K)+50000
 14 IF PEEK S=1 THEN  LET M(K)=1: GO TO
 17
 15 IF PEEK S=5 THEN  GO TO 12
 16 LET M(K)=INT (RND*5)+1
 17 LET S(K)=S: LET Y$=""
```

```
  18 LET H(K)=M(K)*6
  20 NEXT K
  21 LET G=150: LET E=NOT PI: LET ST=50:
 LET F=75: LET BX=59: LET BY=21
  22 LET P$="a"
  23 FOR K=1 TO 24
  24 READ X,Y,Z
  25 LET X(K)=X: LET Y(K)=Y: LET U(K)=Z
  26 NEXT K
  27 DATA 11,13,1,17,43,2,22,14,3,26,59,
4,37,20,5,37,47,6,37,60,7,46,25,1,46,55,
2,53,15,3,53,45,4,55,60,5,63,41,6,64,53,
7
  28 DATA 66,30,1,69,12,2,73,42,3,75,58,
4,79,10,5,82,13,6,85,17,7,84,35,1,85,50,
2,87,61,3
  36 LET I=50: LET J=34
  40 POKE 57997,I: POKE 57998,NOT PI: PO
KE 57999,J: POKE 58000,NOT PI
  60 CLS : PAPER 7: PRINT : POKE 23689,2
4: LET X=USR 58001
  70 PAPER ATTR (5,8)/8
  80 PRINT AT 5,8;"a"
  86 PAPER 7
  90 PRINT AT 1,23;"KEY"
  95 PRINT AT 2,18; PAPER 6;" "; PAPER 7
;"..DESERT"
 100 PRINT AT 3,18; PAPER 1;" "; PAPER 7
;"..SEA"
 110 PRINT AT 4,18; PAPER 2;" "; PAPER 7
;"..CASTLE"
 120 PRINT AT 5,18; PAPER 3;" "; PAPER 7
;"..FOREST"
 130 PRINT AT 6,18; PAPER 4;" "; PAPER 7
;"..PLAIN"
 140 PRINT AT 7,18; PAPER 5;" "; PAPER 7
;"..LANDS END"
 150 PRINT AT 8,18; PAPER 7; BRIGHT 1;"
"; PAPER 7; BRIGHT 0;"..MOUNTAIN"
```

```
 160 PRINT AT 9,18; PAPER 0;" "; PAPER 7
;"..VILLAGE"
 170 PLOT 140,170: DRAW 110,0: DRAW 0,-8
0: DRAW -110,0: DRAW 0,80
 220 PRINT AT 12,5;"STATUS";AT 14,1;"GOL
D";AT 16,1;"EXPERIENCE";AT 18,1;"STRENGT
H";AT 20,1;"FOOD"
 270 PLOT 2,83: DRAW 130,0: DRAW 0,-80:
DRAW -130,0: DRAW 0,80: PLOT 2,67: DRAW
130,0: PLOT 92,67: DRAW 0,-64
 360 PRINT AT 14,12;G;AT 16,12;E;AT 18,1
2;ST;AT 20,12;F
 370 PLOT 140,83: DRAW 110,0: DRAW 0,-28
: DRAW -110,0: DRAW 0,28: PLOT 140,67: D
RAW 110,0: PRINT AT 12,21;"REPORTS": PLO
T 140,50: DRAW 110,0: DRAW 0,-48: DRAW -
110,0: DRAW 0,48: PRINT AT 16,18;"FIGHT
STATUS": PLOT 140,36: DRAW 110,0
 600 LET R$(1)="I DO NOT WISH TO SPEAK T
O YOU"
 610 LET R$(2)="GEMS ARE ALL IMPORTANT"
 620 LET R$(3)="WISHING WILL GET YOU ALL
"
 630 LET R$(4)="IN THE MOUNTAINS UP SO H
IGH"
 640 LET R$(5)="A STAR WILL GUIDE YOU FA
R"
 650 LET R$(6)="ONLY FOOLS TELL LIES"
 660 LET R$(7)="THE WORLD IS FULL OF FOO
LS"
 670 LET R$(8)="THE PRINCESS LIVES BUT O
NLY JUST"
 680 LET R$(9)="MANY A MAN WHO TRIES HAS
 DIED"
 690 LET R$(10)="THE DESERT IS A MYSTERI
OUS PLACE"
 700 IF GO=0 THEN  GO SUB 9500
 710 LET GO=1
1000 GO SUB 7000
```

```
1010>GO SUB 8000
1020 LET Z$=INKEY$
1021 IF Z$="I" THEN  GO SUB 8500
1022 IF Z$="B" THEN  GO SUB 2000
1023 IF Z$="E" THEN  GO TO 3000
1024 IF Z$="D" THEN  GO SUB 2200
1025 IF Z$="S" THEN  GO SUB 9900
1026 IF Z$="P" THEN  LET H$=I$: LET I$="
GAME PAUSED HIT ANY KEY TO CONTINE": GO
SUB 8500: PAUSE 0: LET I$="GAME CONTINUI
NG...": GO SUB 8500: LET I$=H$
1027 IF Z$="L" THEN  LOAD ""
1040 GO TO 1000
2010 IF I<>BX AND J<>BY THEN  BEEP .1,50
: RETURN
2011 LET T$="SEXTANT": GO SUB 2100: IF T
K=0 THEN  LET Q$=I$: LET I$="YOU DO NOT
HAVE THE SEXTANT": GO SUB 8500: LET I$=Q
$: RETURN
2012 LET T$="COMPASS": GO SUB 2100: IF T
K=0 THEN  LET Q$=I$: LET I$="YOU DO NOT
HAVE THE COMPASS": GO SUB 8500: LET I$=Q
$: RETURN
2013 IF E<200 THEN  LET Q$=I$: LET I$="Y
OU ARE NOT EXPERIENCED ENOUGH TO SAIL A
BOAT": GO SUB 8500: LET I$=Q$: RETURN
2014 LET T$="CHARTS": GO SUB 2100: IF TK
=0 THEN  LET Q$=I$: LET I$="YOU DO NOT H
AVE THE CHARTS FOR SAILING A BOAT": GO S
UB 8500: LET I$=Q$: RETURN
2020 LET H$=I$
2030 IF P$="a" THEN  LET I$="YOU ARE NOW
 ON THE BOAT"
2035 IF P$="b" THEN  LET I$="YOU ARE NOW
 OFF THE BOAT"
2040 GO SUB 8500
2045 IF P$="a" THEN  LET P$="b": GO TO 2
050
2046 LET P$="a"
```

```
2050 LET I$=H$
2060 RETURN
2100 REM *INVENTORY TEST"
2110  FOR X=1 TO LEN (I$)-LEN (T$)+1
2120 IF I$(X TO (X+LEN (T$)-1))=T$ THEN
 LET TK=1: RETURN
2130 NEXT X
2140 LET TK=0
2150 RETURN
2200 REM *DIG ROUTINE*
2210 IF ATTR (5,8)=56 AND J=34 AND I=50
AND RND>.3 THEN  LET I$=I$+"/CHARTS": LE
T Q$=I$: LET I$="YOU HAVE FOUND THE CHAR
TS": GO SUB 8500: LET I$=Q$: RETURN
2220 LET Q$=I$: LET I$="YOU HAVE NOT FOU
ND ANYTHING BUT YOU ARE HUNGRY AND MUST
EAT 5 UNITS OF FOOD": GO SUB 8500: LET F
=F-5: LET I$=Q$
2230 PRINT AT 20,12;"    ": PRINT AT 20,1
2;F: RETURN
3000 REM *VILLAGE ROUTINE*
3010 LET E=E+10
3015 IF ATTR (5,8)=16 THEN  GO TO 4000
3020 IF ATTR (5,8)>7 THEN  BEEP .5,50: G
O TO 1000
3030 FOR K=1 TO 24
3040 IF Y(K)=J AND X(K)=I THEN  GO TO 30
70
3050 NEXT K
3060 BEEP .5,50: GO TO 1000
3070 LET UN=U(K)
3080 LET START=60000+(640*(UN-1))
3090 LET HB=INT (START/256)
3091 LET LB=START-(HB*256)
3092 POKE 59005,LB
3093 POKE 59006,HB
3094 PAPER 7: INK 0: CLS : PRINT : POKE
23689,24: LET X=USR 59001
3096 LET UI=13: LET UJ=19
```

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3098 PAPER 4: PRINT AT VJ,VI;"a"
3099 GO SUB 6000: GO TO (3000+(100*VN))
3100 GO SUB 3900
3105 LET Z$=INKEY$
3106 IF Z$="" THEN  GO TO 3198
3110 IF Z$="T" AND ATTR (VJ,VI)=16 AND V
J>9 AND VI<6 THEN  LET Q$="YOU MAY BUY 5
0-UNITS OF FOOD FOR 40 GOLD PIECES": GO
SUB 3800: GO SUB 3860
3111 IF Y$="Y" AND G>=40 THEN  LET F=F+5
0: LET G=G-40: LET Y$="": GO TO 3100
3112 IF Y$="Y" THEN  LET CO=40: GO SUB 3
995: GO TO 3100
3113 IF Y$="N" THEN  LET Y$="": GO TO 31
00
3115 IF Z$="T" AND ATTR (VJ,VI)=16 AND V
J>10 AND VI>26 THEN  LET Q$="YOU MAY BUY
 A LONG SWORD FOR 50 UNITS OF GOLD": GO
SUB 3800:: GO SUB 3860
3116 IF Y$="Y" AND G>=50 THEN  LET ST=ST
+50: LET I$=I$+"/LONG SWORD": LET G=G-50
: LET Y$="": GO TO 3100
3117 IF Y$="Y" THEN  LET CO=50: GO SUB 3
995: GO TO 3100
3120 IF Z$="C" AND ATTR (VJ,VI)=16 AND V
J<8 THEN  LET Q$=R$(INT (RND*9)+1): GO S
UB 3800: LET H=INT (RND*10): LET G=G-H:
LET Q$="AS PAYMENT FOR HIS PEARLS OF WIS
DOM, YOUR COMPANION STEALS "+STR$ H+" GO
LD PIECES": GO SUB 3800
3198 IF VJ=20 THEN  GO TO 60
3199 GO TO 3100
3200 GO SUB 3900
3205 LET Z$=INKEY$
3206 IF Z$="" THEN  GO TO 3298
3210 IF Z$="T" AND ATTR (VJ,VI)=16 AND V
I<7 AND VJ>10 THEN  LET Q$="YOU MAY BUY
100-UNITS OF FOOD FOR 100 GOLD PIECES":
GO SUB 3800: GO SUB 3860
```

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3211 IF Y$="Y" AND G>=100 THEN  LET F=F+
100: LET G=G-100: LET Y$="": GO TO 3200
3212 IF Y$="Y" THEN  LET CO=100: GO SUB
3995: GO TO 3200
3213 IF Y$="N" THEN  LET Y$="": GO TO 32
00
3220 IF Z$="T" AND ATTR (VJ,VI)=16 AND V
I<7 AND VJ<7 THEN  LET Q$="YOU MAY BUY A
N AXE FOR 150 PIECES OF GOLD": GO SUB 38
00: GO SUB 3860
3221 IF Y$="Y" AND G>=150 THEN  LET ST=S
T+75: LET G=G-150: LET I$=I$+"/AN AXE":
LET Y$="": GO TO 3200
3222 IF Y$="Y" THEN  LET CO=150: GO SUB
3995: GO TO 3200
3223 IF Y$="N" THEN  LET Y$="": GO TO 32
00
3225 IF Z$="T" AND ATTR (VJ,VI)=16 AND V
I>17 AND VI<23 THEN  LET Q$="I WILL SELL
 YOU A GREEN GEM FOR 200 PIECES OF GOLD"
: GO SUB 3800: GO SUB 3860
3226 IF Y$="Y" AND G>=200 THEN : LET G=G
-200: LET I$=I$+"/A GREEN GEM": LET Y$="
": GO TO 3200
3227 IF Y$="Y" THEN  LET CO=200: GO SUB
3995: GO TO 3200
3228 IF Y$="N" THEN  LET Y$="": GO TO 32
00
3230 IF Z$="C" AND ATTR (VJ,VI)=16 AND V
J<4 AND ((VI>10 AND VI<14) OR (VI>26 AND
 VI<30)) THEN  LET Q$=R$(INT (RND*9)+1):
 GO SUB 3800: LET H=INT (RND*10): LET G=
G-H: LET Q$="AS PAYMENT FOR HIS PEARLS O
F WISDOM, YOUR COMPANION STEALS "+STR$ H
+" GOLD PIECES": GO SUB 3800
3298 IF VJ=20 THEN  GO TO 60
3299 GO TO 3200
3300 GO SUB 3900
3305 LET z$=INKEY$
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3306> IF z$=""THEN GO TO 3398
3310 IF Z$="T" AND ATTR (VJ,VI)=16 AND V
I<6 THEN  LET Q$="YOU MAY BUY 100 UNITS
OF FOOD FOR 75 PIECES OF GOLD": GO SUB 3
800: GO SUB 3860
3311 IF Y$="Y" AND G>=75 THEN  LET F=F+1
00: LET G=G-75: LET Y$="": GO TO 3300
3313 IF Y$="Y" THEN  LET CO=100: GO SUB
3995: GO TO 3300
3320 IF Z$="T" AND ATTR (VJ,VI)=16 AND V
I>8 AND VI<16 THEN  LET Q$="YOU MAY BUY
A COMPASS FOR 200 PIECES OF GOLD": GO SU
B 3800: GO SUB 3860
3321 IF Y$="Y" AND G>=200 THEN  LET G=G-
200: LET I$=I$+"/ A COMPASS": LET Y$="":
 GO TO 3300
3322 IF Y$="Y" THEN  LET CO=200: GO SUB
3995: GO TO 3300
3323 IF Y$="N" THEN  LET Y$="": GO TO 33
00
3330 IF Z$="T" AND ATTR (VJ,VI)=16 AND V
I>19 AND VI<27 AND VJ<5 THEN  LET Q$="YO
U CAN BUY A RED GEM FOR 200 PIECES OF GO
LD": GO SUB 3800: GO SUB 3860
3331 IF Y$="Y" AND G>=200 THEN  LET G=G-
200: LET I$=I$+"/ A RED GEM": LET Y$="":
 GO TO 3300
3332 IF Y$="Y" THEN  LET CO=200: GO SUB
3995: GO TO 3300
3333 IF Y$="N" THEN  LET Y$="": GO TO 33
00
3398 IF VJ=20 THEN  GO TO 60
3399 GO TO 3300
3400 GO SUB 3900
3498 IF VJ=20 THEN  GO TO 60
3499 GO TO 3400
3500 GO SUB 3900
3505 LET Z$=INKEY$
3506 IF Z$="" THEN  GO TO 3598
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3510 IF Z$="T" AND ATTR (VJ,VI)=16 AND V
I<7 THEN  LET Q$="YOU CAN BUY 50 UNITS O
F FOOD FOR 40 PIECES OF GOLD": GO SUB 38
00: GO SUB 3860
3511 IF Y$="Y" AND G>=40 THEN  LET F=F+5
0: LET G=G-40: GO TO 3500
3512 IF Y$="Y" THEN  LET CO=40: GO SUB 3
995: GO TO 3500
3513 IF Y$="N" THEN  LET Y$="": GO TO 35
00
3520 IF Z$="T" AND ATTR (VJ,VI)=16 AND V
I>10 AND VI<14 THEN  LET Q$="YOU CAN BUY
 A SPELL FOR 200 PIECES OF GOLD": GO SUB
 3800: GO SUB 3860
3521 IF Y$="Y" AND G>=200 THEN  LET G=G-
200: LET I$=I$+"/ A SPELL": GO TO 3500
3522 IF Y$="Y" THEN  LET CO=200: GO SUB
3995: GO TO 3500
3523 IF Y$="N" THEN  LET Y$="": GO TO 35
00
3530 IF Z$="T" AND ATTR (VJ,VI)=16 AND V
I>26 AND VJ>9 THEN  LET Q$="YOU CAN BUY
A LONG-BOW FOR 150 PIECES OF GOLD": GO S
UB 3800: GO SUB 3860
3531 IF Y$="Y" AND G>=150 THEN  LET ST=S
T+100: LET G=G-150: LET I$=I$+"/ A LONG-
BOW": GO TO 3500
3532 IF Y$="Y" THEN  LET CO=150: GO SUB
3995: GO TO 3500
3533 IF Y$="N" THEN  LET Y$="": GO TO 35
00
3540 IF Z$="C" AND ATTR (VJ,VI)=16 AND V
J<8 THEN  LET Q$=R$(INT (RND*9)+1): GO S
UB 3800: LET H=INT (RND*10): LET G=G-H:
LET Q$="AS PAYMENT FOR HIS PEARLS OF WIS
DOM, YOUR COMPANION STEALS "+STR$ H+" GO
LD PIECES": GO SUB 3800
3598 IF VJ=20 THEN  GO TO 60
3599 GO TO 3500
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3600 GO SUB 3900
3605 LET Z$=INKEY$
3606 IF Z$="" THEN  GO TO 3698
3610 IF Z$="T" AND ATTR (VJ,VI)=16 AND V
I>16 AND VI<22 THEN  LET Q$="YOU MAY BUY
 A CROSS-BOW FOR 400 GOLD PIECES.": GO S
UB 3800: GO SUB 3860
3611 IF Y$="Y" AND G>=400 THEN  LET ST=S
T+150: LET I$=I$+"/CROSS-BOW": LET G=G-4
00: LET Y$="": GO TO 3600
3612 IF Y$="Y" THEN  LET CO=400: GO SUB
3995: GO TO 3600
3613 IF Y$="N" THEN  LET Y$="": GO TO 36
00
3620 IF Z$="T" AND ATTR (VJ,VI)=16 AND V
I>24 AND VI<30 THEN  LET Q$="YOU MAY BUY
 A GREEN GEM FOR 300 GOLD PIECES.": GO S
UB 3800: GO SUB 3860
3621 IF Y$="Y" AND G>=300 THEN  LET I$=I
$+"/GREEN GEM": LET G=G-300: LET Y$="":
GO TO 3600
3622 IF Y$="Y" THEN  LET CO=300: GO SUB
3995: GO TO 3600
3623 IF Y$="N" THEN  LET Y$="": GO TO 36
00
3698 IF VJ=20 THEN  GO TO 60
3699 GO TO 3600
3700 GO SUB 3900
3705 LET Z$=INKEY$
3706 IF Z$="" THEN  GO TO 3798
3710 IF Z$="T" AND ATTR (VJ,VI)=16 AND V
I<5 AND VJ<7 THEN  LET Q$="I WILL SELL Y
OU A BLUE GEM FOR 200 GOLD PIECES.": GO
SUB 3800: GO SUB 3860
3711 IF Y$="Y" AND G>=200 THEN  LET I$=I
$+"/BLUE GEM": LET G=G-200: LET Y$="": G
O TO 3700
3712 IF Y$="Y" THEN  LET CO=200: GO SUB
3995: GO TO 3700
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3713 IF Y$="N" THEN  LET Y$="": GO TO 37
00
3720 IF Z$="T" AND ATTR (VJ,VI)=16 AND V
I<7 AND VJ>8 AND VJ<12 THEN  LET Q$="I W
ILL SELL YOU A SEXTANT FOR 500 GOLD PIEC
ES.": GO SUB 3800: GO SUB 3860
3721 IF Y$="Y" AND G>=500 THEN  LET I$=I
$+"/SEXTANT": LET G=G-500: LET Y$="": GO
 TO 3700
3722 IF Y$="Y" THEN  LET CO=500: GO SUB
3995: GO TO 3700
3723 IF Y$="N" THEN  LET Y$="": GO TO 37
00
3730 IF Z$="T" AND ATTR (VJ,VI)=16 AND V
I<9 AND VJ>14 THEN  LET Q$="I WILL SELL
YOU A NEEDLE FOR 1 GOLD PIECE": GO SUB 3
800: GO SUB 3860
3731 IF Y$="Y" AND G>=1 THEN  LET I$=I$+
"/NEEDLE": LET G=G-1: LET Y$="": GO TO 3
700
3732 IF Y$="Y" THEN  LET CO=1: GO SUB 39
95: GO TO 3700
3733 IF Y$="N" THEN  LET Y$="": GO TO 37
00
3740 IF Z$="T" AND ATTR (VJ,VI)=16 AND V
I>11 AND VI<19 THEN  LET Q$="YOU CAN BUY
 100 UNITS OF FOOD FOR 40 GOLD PIECES":
GO SUB 3800: GO SUB 3860
3741 IF Y$="Y" AND G>=40 THEN  LET F=F+1
00: LET G=G-40: LET Y$="": GO TO 3700
3742 IF Y$="Y" THEN  LET CO=40: GO SUB 3
995: GO TO 3700
3743 IF Y$="N" THEN  LET Y$="": GO TO 37
00
3750 IF Z$="T" AND ATTR (VJ,VI)=16 AND V
I>26 AND VJ>8 THEN  LET Q$="YOU CAN BUY
A LASER PISTOL FOR 2000 GOLD PIECES": GO
 SUB 3800: GO SUB 3860
3751 IF Y$="Y" AND G>=2000 THEN  LET I$=
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I$+"/LASER PISTOL": LET G=G-2000: LET ST
=ST+599: LET Y$="": GO TO 3700
3752 IF Y$="Y" THEN  LET CO=2000: GO SUB
 3995: GO TO 3700
3753 IF Y$="N" THEN  LET Y$="": GO TO 37
00
3760 IF Z$="C" AND ATTR (VJ,VI)=16 AND V
J<4 AND VI>26 THEN  LET Q$=R$(INT (RND*9
)+1): GO SUB 3800: LET H=INT (RND*10): L
ET G=G-H: LET Q$="AS PAYMENT FOR HIS PEA
RLS OF WISDOM, YOUR COMPANION STEALS "+S
TR$ H+" GOLD PIECES": GO SUB 3800
3798 IF VJ=20 THEN  GO TO 60
3799 GO TO 3700
3800 PAPER 7: FOR K=1 TO LEN Q$
3810 IF K>32 THEN  PRINT AT 21,0;Q$(K-31
 TO K): BEEP .01,4: GO TO 3830
3820 PRINT AT 21,32-K;Q$(1 TO K): BEEP
01,4: PAUSE 1
3830 NEXT K
3840 FOR K=1 TO 100: NEXT K
3850 PRINT AT 21,0;"
                ": RETURN
3860 INPUT "Y/N";Y$
3870 RETURN
3900 GO SUB 5000
3951 IF CJ<>0 THEN  PRINT AT CJ,CI; PAPE
R 2;" "
3955 LET A=0
3960 IF ATTR (VJ+VM,VI+HM)=0 OR ATTR (VJ
+VM,VI+HM)=8 THEN  BEEP .1,50: RETURN
3965 IF VI+HM<0 OR VI+HM>31 THEN  BEEP
1,50: RETURN
3970 IF VJ+VM<0 OR VJ+VM>20 THEN  RETURN
3980 PAPER (ATTR (VJ,VI)/8): PRINT AT VJ
,VI;" "
3982 LET VJ=VJ+VM: LET VI=VI+HM
3985 PAPER (ATTR (VJ,VI)/8): PRINT AT VJ
,VI;"a"
```

```
3986 GO SUB 6100
3990 RETURN
3995 IF G<CO THEN  LET Q$="YOU CANNOT AF
FORD THIS": GO SUB 3800: LET Y$="": RETU
RN
4000 REM * CASTLE ROUTINE *
4001 LET WK=0
4010 LET DEF=NOT PI: INK 0: POKE 59005,2
24: POKE 59006,251
4030 IF I=20 AND J=55 THEN  LET C$="PRIM
US": LET W=100: LET FF=20
4040 IF I=35 AND J=11 THEN  LET C$="SECU
NDAS": LET W=200: LET FF=50
4050 IF I=86 AND J=9 THEN  LET C$="TRIAC
US": LET W=300: LET FF=100
4060 CLS : PRINT : POKE 23689,24: RANDOM
IZE USR 59001
4070 LET UN=8
4071 LET UJ=18: LET UI=13
4080 GO SUB 3900
4090 IF UJ=19 AND WD=3 THEN  GO TO 9300
4094 PRINT AT 4,4; PAPER 2; INK WK;"h"
4095 IF UJ=19 THEN  PAPER 7: GO TO 60
4100 IF ATTR (UJ,UI)=24 THEN  LET ST=ST-
FF: LET Q$="YOU ARE IN A FORCE FIELD AND
 LOSE "+STR$ (FF)+" STRENGTH POINTS": GO
 SUB 3800
4105 IF ST<0 THEN  GO TO 9200
4110 IF ABS (UI-4)<=1 AND ABS (UJ-4)<=1
AND FIRE=1 THEN  GO TO 4200
4120 GO TO 4080
4200 REM * FIGHT *
4201 IF DEF=1 THEN  GO TO 4080
4204 LET HD=INT (RND*W): LET AD=INT (RND
*ST)
4205 LET FIRE=NOT PI: LET W=W-AD: LET ST
=ST-HD
4240 LET Q$="RESULT OF COMBAT..."+STR$ A
D+" POINTS FOR / "+STR$ HD+" POINTS AGAI
NST": GO SUB 3800
```

```
4250 IF ST<0 THEN  GO TO 9200
4260 IF W<0 THEN  LET WD=WD+1: LET DEF=1
: LET WK=2: LET Q$="YOU HAVE DEFEATED TH
E WARLOCK OF "+C$+" CASTLE": PAPER 2: PR
INT AT 4,4;" ": GO SUB 3800: IF I=86 THE
N  LET W3=0
4261 IF I=35 THEN  LET W2=0
4262 IF I=20 THEN  LET W1=0
4270 IF WD=1 THEN  LET Q$="YOU MUST STIL
L DESTROY 2 WARLOCKS TO END THE DARK TIM
ES": GO SUB 3800
4280 IF WD=2 THEN  LET Q$="YOU MUST STIL
L DESTROY 1 WARLOCK TO END THE DARK TIME
S": GO SUB 3800
4290 IF WD=3 THEN  LET Q$="THE DARK TIME
S HAVE COME TO AN END. YOU NEED ONLY TO
ESCAPE IN ORDER TO RECEIVE YOUR JUST REW
ARD.": GO SUB 3800
4300 GO TO 4080
5000 LET A=255-IN 61438
5002 LET FIRE=0: LET YT=0: LET ZA=1: LET
 HM=NOT PI: LET VM=NOT PI
5003 LET A1=A: IF A=0 THEN  RETURN
5060 IF A>127 THEN  LET A=A-128
5070 IF A>63 THEN  LET A=A-64
5080 IF A>31 THEN  LET A=A-32
5090 IF A>15 THEN  LET A=A-16: LET HM=-1
5100 IF A>7 THEN  LET A=A-8: LET HM=1
5110 IF A>3 THEN  LET A=A-4: LET VM=1
5120 IF A>1 THEN  LET A=A-2: LET VM=-1
5130 IF A=1 THEN  LET FIRE=1
5140 RETURN
6000 IF VN<>2 THEN  LET CJ=INT (RND*20):
 LET CI=INT (RND*20): IF ATTR (CJ,CI)=16
 THEN  PRINT AT CJ,CI; PAPER 2;"i": RETU
RN
6010 IF VN<>2 THEN  LET CJ=0: LET CI=0:
RETURN
6020 IF RND<.3 THEN  LET CJ=14: LET CI=2
6: RETURN
6030 RETURN
```

```
6100 IF VN<>2 THEN  IF VI=CI AND VJ=CJ T
HEN  LET H=INT (RND*10): LET Q$="YOU FIN
D "+STR$ H+" GOLD PIECES": GO SUB 3800:
LET G=G+H: LET CJ=0
6110 IF VN<>2 THEN  RETURN
6115 IF CJ=0 THEN  RETURN
6117 IF VJ<>CJ OR VI<>CI THEN  RETURN
6120 LET Q$="YOU SEE A GOLD CHEST BEFORE
 YOU": GO SUB 3800
6130 LET Z$=INKEY$
6140 IF Z$="" THEN  GO TO 6130
6150 IF Z$="O" THEN  LET Q$="THE CHEST O
PENS AND YOU SEE A CASTLE SHROUDED BY MI
ST": GO SUB 3800: LET OPEN=1: GO TO 6130
6160 IF OPEN=1 AND Z$="J" THEN  LET Q$="
YOU JUMP INTO THE CHEST AND ARE TRANSPOR
TED TO THE WARLOCK'S MOUNTAIN CASTLE": G
O SUB 3800: LET I=86: LET J=9: LET CJ=0:
 GO TO 40
6170 RETURN
7000 GO SUB 5000
7131 IF FIRE AND NOT YT THEN  GO TO 8600
7132 IF J+VM=BY AND I+HM=BX THEN  GO TO
7139
7133 IF ATTR (5+VM,8+HM)>15 AND P$="b" T
HEN  BEEP .1,50: IF SD=0 THEN  RETURN
7134 IF ATTR (5+VM,8+HM)>15 AND P$="b" T
HEN  LET SD=0: GO TO 9010
7135 IF (ATTR (5+VM,8+HM)=8 OR ATTR (5+V
M,8+HM)=56) AND P$="a" THEN  BEEP .1,50:
 IF SD=0 THEN  RETURN
7136 IF (ATTR (5+VM,8+HM)=8 OR ATTR (5+V
M,8+HM)=56) AND P$="a" THEN  LET SD=0: G
O TO 9010
7137 IF SCREEN$ (5+VM,8+HM)<>" " THEN  B
EEP .1,50: IF SD=0 THEN  RETURN
7138 IF SCREEN$ (5+VM,8+HM)<>" " THEN  L
ET SD=0: GO TO 9010
7139 INK 0: PAPER 7: PRINT AT 20,12;"
": LET F=F-INT ((ATTR (5+VM,8+HM))/24):
PRINT AT 20,12;F
```

```
7140 IF F<0 THEN  GO TO 9200
7145 LET I=I+HM: LET J=J+VM
7146 IF P$="b" THEN  LET BX=I: LET BY=J
7147 IF ATTR (5,8)=24 THEN  LET ST=ST-5:
 LET E=E+5: PRINT AT 16,12;"     ";AT 16,
12;E;AT 18,12;"     ";AT 18,12;ST: IF ST<
0 THEN  GO TO 9200
7150 POKE 57997,I
7155 POKE 57998,0
7160 POKE 57999,J
7165 POKE 58000,0
7170 PRINT : POKE 23689,24: LET X=USR 58
001
7171 IF P$="b" THEN  PAPER 1: INK 7: PRI
NT AT 5,8;"b"
7175 IF P$="a" THEN  PAPER ATTR (5,8)/8:
 INK 0: PRINT AT 5,8;"a"
7176 IF ABS (BX-I)<=8 AND ABS (BY-J)<=5
AND P$="a" THEN  PRINT AT 5+BY-J,8+BX-I;
 PAPER 1; INK 7;"b"
7180 GO SUB 9000
7185 IF YT=1 AND A1=255-IN 61438 THEN  G
O TO 8600
7186 IF SD=1 THEN  LET SD=0: GO TO 9010
7190 RETURN
7500 RETURN
8000 REM *MONSTERS*
8010 FOR K=1 TO 20
8015 IF INKEY$<>"" THEN  LET K=21: GO TO
 7000
8020 IF M(K)=1 THEN  GO TO 8099
8030 IF M(K)<>1 THEN  GO TO 8199
8040 NEXT K
8050 RETURN
8099 IF ABS (I(K)-I)=1 AND ABS (J(K)-J)=
1 THEN  GO TO 8040
8100 IF J(K)<J AND PEEK (S(K)+102)=1 THE
N  LET OLD=J(K): LET J(K)=J(K)+1: LET SC
=102: GO TO 8110
8101 IF J(K)>J AND PEEK (S(K)-102)=1 THE
N  LET OLD=J(K): LET J(K)=J(K)-1: LET SC
=-102: GO TO 8110
```

```
8105 GO TO 8160
8110 IF PEEK S(K)<=7 THEN  PAPER PEEK S(
K)
8111 INK 7
8120 IF ABS (I(K)-I)<=8 AND ABS (OLD-J)<
=5 THEN  PRINT AT (5+OLD-J),(8+I(K)-I);"
 "
8140 IF ABS (I(K)-I)<=8 AND ABS (J(K)-J)
<=5 THEN  PRINT AT (5+J(K)-J),(8+I(K)-I)
;CHR$ (145+M(K))
8150 LET S(K)=S(K)+SC
8155 INK 0
8160 IF I(K)<I AND PEEK (S(K)+1)=1 THEN
 LET OLD=I(K): LET I(K)=I(K)+1: LET SC=1
: GO TO 8170
8161 IF I(K)>I AND PEEK (S(K)-1)=1 THEN
 LET OLD=I(K): LET I(K)=I(K)-1: LET SC=-
1: GO TO 8170
8165 GO TO 8040
8170 PAPER PEEK S(K): INK 7
8171 IF ABS (OLD-I)<=8 AND ABS (J(K)-J)<
=5 THEN  PRINT AT (5+J(K)-J),(8+OLD-I);"
 "
8175 IF ABS (I(K)-I)<=8 AND ABS (J(K)-J)
<=5 THEN  PRINT AT (5+J(K)-J),(8+I(K)-I)
;CHR$ (145+M(K))
8180 LET S(K)=S(K)+SC
8190 INK 0
8195 GO TO 8040
8199 IF ABS (I(K)-I)<=1 AND ABS (J(K)-J)
<=1 THEN  GO TO 8300
8200 IF J(K)<J AND PEEK (S(K)+102)<>1 TH
EN  LET OLD=J(K): LET J(K)=J(K)+1: LET S
C=102: GO TO 8210
8201 IF J(K)>J AND PEEK (S(K)-102)<>1 TH
EN  LET OLD=J(K): LET J(K)=J(K)-1: LET S
C=-102: GO TO 8210
8205 GO TO 8260
8210 PAPER PEEK S(K)
8211 INK 0
```

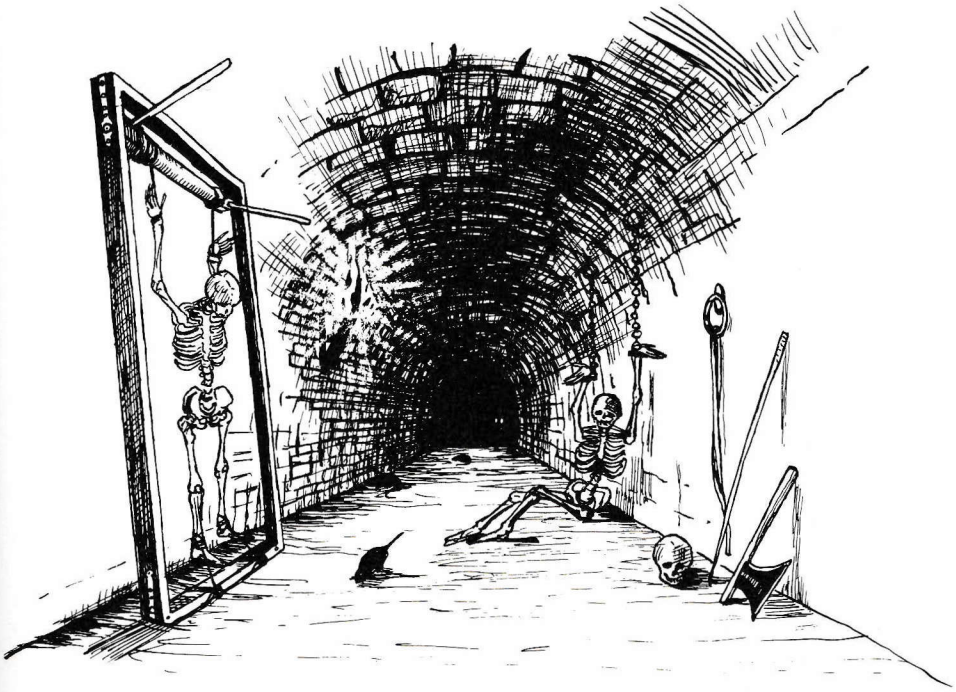
```
8220 IF ABS (I(K)-I)<=8 AND ABS (OLD-J)<
=5 THEN  PRINT AT (5+OLD-J),(8+I(K)-I);"
 "
8230 PAPER PEEK (S(K)+SC)
8240 IF ABS (I(K)-I)<=8 AND ABS (J(K)-J)
<=5 THEN  PRINT AT (5+J(K)-J),(8+I(K)-I)
;CHR$ (145+M(K))
8250 LET S(K)=S(K)+SC
8255 INK 0
8260 IF I(K)<I AND PEEK (S(K)+1)<>1 THEN
  LET OLD=I(K): LET I(K)=I(K)+1: LET SC=
1: GO TO 8270
8261 IF I(K)>I AND PEEK (S(K)-1)<>1 THEN
  LET OLD=I(K): LET I(K)=I(K)-1: LET SC=
-1: GO TO 8270
8265 GO TO 8040
8270 PAPER PEEK S(K): INK 0
8271 IF ABS (OLD-I)<=8 AND ABS (J(K)-J)<
=5 THEN  PRINT AT (5+J(K)-J),(8+OLD-I);"
 "
8275 IF ABS (I(K)-I)<=8 AND ABS (J(K)-J)
<=5 THEN  PRINT AT (5+J(K)-J),(8+I(K)-I)
;CHR$ (145+M(K))
8280 LET S(K)=S(K)+SC
8295 GO TO 8040
8300 LET AD=INT (RND*10)
8305 LET H$=I$
8310 LET J$=STR$ (AD)
8320 LET I$="ATTACKED BY MONSTER "+J$+"
DAMAGE POINTS SUSTAINED"
8330 GO SUB 8500
8340 LET I$=H$
8350 LET ST=ST-AD
8360 PAPER 7: INK 0: PRINT AT 18,12;"   "
: PRINT AT 18,12;ST
8365 IF ST<0 THEN  GO TO 9200
8370 GO TO 8040
8500 INK 0: PAPER 7: FOR K=1 TO LEN (I$)
+1
```

```
8510 IF K>13 THEN  PRINT AT 14,18;I$(K-1
3 TO K-1): BEEP .01,5: PAUSE 2: GO TO 85
30
8520 PRINT AT 14,31-K;I$(1 TO K): BEEP
01,5: PAUSE 2
8530 NEXT K
8540 PAUSE 50: PRINT AT 14,18;"
    ": RETURN
8600 REM *FIGHT ROUTINE*
8601 LET YT=1
8605 IF HM=0 AND VM=0 THEN  BEEP .1,50:
GO TO 7185
8610 IF SCREEN$ (5+VM,8+HM)=" " THEN  BE
EP .1,50: GO TO 7185
8620 FOR R=1 TO 30
8630 IF J+VM=J(R) AND I+HM=I(R) THEN  LE
T MN=R: GO TO 8650
8640 NEXT R
8650 LET AD=INT (RND*ST/5)
8660 LET HD=INT (RND*10)
8670 LET H(MN)=H(MN)-AD
8680 LET ST=ST-HD
8690 PAPER 7: INK 0: PRINT AT 18,18;"
       ": PRINT AT 18,18;"FOR.....";AD
8700 PAPER 7: INK 0: PRINT AT 19,18;"
       ": PRINT AT 19,18;"AGAINST.";HD
8710 PRINT AT 18,12;"    ": PRINT AT 18,1
2;ST
8715 IF ST<0 THEN  GO TO 9200
8720 IF H(MN)>0 THEN  GO TO 7185
8730 PRINT AT 19,18;"          "
8740 PRINT AT 18,18;"          "
8750 PRINT AT 18,22;"MONSTER  "
8760 PRINT AT 19,22;"IS DEAD  "
8790 LET GD=INT (RND*(MN*5))
8800 PRINT AT 20,22;"GOLD=";GD
8810 LET G=G+GD
8820 PRINT AT 14,12;"    ": PRINT AT 14,1
2;G
8830 PAUSE 50
```

```
8835 PAUSE 50
8840 PRINT AT 18,18;"          "
8850 PRINT AT 19,18;"          "
8860 PRINT AT 20,18;"          "
8870 PAPER INT (ATTR (5+VM,8+HM)/8): PRI
NT AT 5+VM,8+HM;" ": PAPER 7
8890 LET E=E+1
8900 PRINT AT 16,12;"   ": PRINT AT 16,1
2;E
8910 LET J(MN)=INT (RND*68)
8915 LET I(MN)=INT (RND*102)
8920 LET S=((J(MN)-1)*102)+I(MN)+50000
8925 IF PEEK S=1 THEN  LET M(MN)=1: GO T
O 8935
8930 LET M(MN)=INT (RND*5)+1
8935 LET S(MN)=S
8940 LET H(MN)=M(MN)*6
8950 GO TO 7185
8999 STOP
9000 REM *COMPLETE MAP*
9001 FOR K=21 TO 30
9002 IF M(K)=1 THEN  PAPER 1: INK 7
9003 IF M(K)<>1 THEN  PAPER PEEK S(K): I
NK 0
9004 IF ABS (I(K)-I)<=8 AND ABS (J(K)-J)
<=5 THEN  PRINT AT (5+J(K)-J),(8+I(K)-I)
;CHR$ (145+M(K))
9005 NEXT K
9006 IF P$="b" THEN  INK 7
9007 PAPER ATTR (5,8)/8: PRINT AT 5,8;P$
9008 IF IN 61438<>255 THEN  LET SD=1: GO
 TO 7000
9020 GO TO 9040
9035 PAPER 7: INK 0
9040 FOR P=1 TO 20
9041 IF INKEY$<>"" THEN  RETURN
9050 IF ABS (I(P)-I)<=8 AND ABS (J(P)-J)
<=5 THEN  GO TO 9056
9055 GO TO 9100
9056 PAPER (PEEK S(P))
```

```
9057 IF PEEK S(P)=1 THEN  INK 7
9060 PRINT AT (5+J(P)-J),(8+I(P)-I);CHR$
 (145+M(P))
9061 PAPER 7: INK 0
9100 NEXT P
9110 RETURN
9200 PAPER 7: INK 0
9205 LET I$="YOU ARE DEAD□□□□□GAME OVER"
9210 GO SUB 8500: GO TO 9210
9300 GO SUB 9500: LET Q$="ALL HAIL THE C
ONQUERING HERO□□□": GO SUB 3800: GO TO 9
300
9500 REM *MUSIC*
9505 LET N1=.25: LET N2=.0625: LET N3=.1
25
9510 BEEP N2,21: BEEP N2,19: BEEP .3,21:
 PAUSE 10: BEEP N2,19: BEEP N2,17: BEEP
N2,16: BEEP N2,14: BEEP N1,13: BEEP .4,1
4: PAUSE 25: BEEP N2,7: BEEP N2,5
9520 BEEP N1,7: PAUSE 10: BEEP .17,4: BE
EP .17,5: BEEP .17,1: BEEP 1,2: BEEP N2,
-3: BEEP N2,-5: BEEP .55,-3: BEEP N2,-5:
 BEEP N2,-7: BEEP N2,-8: BEEP N2,-10: BE
EP N1,-11: BEEP 2,-10
9530 BEEP N1,-22: BEEP N1,-11: BEEP N1,-
8: BEEP N1,-5: BEEP N1,-2: BEEP N1,1: BE
EP .5,4: BEEP N1,-5: BEEP N1,-8: BEEP .7
5,-6
9600 RETURN
9900 REM *SAVE GAME*
9910 LET Q$="THE GAME WILL NOW BE SAVED
AT THE CURRENT POSITION....PRESS PLAY AN
D RECORD THEN HIT ANY KEY"
9920 LET H$=I$: LET I$=Q$: GO SUB 8500
9925 LET I$=H$
9930 SAVE "QUADRILAND" LINE 60
9940 RETURN
```

6
Dungeons and Demons



Scenario

Many years ago your father, the king of Daal, was killed by the evil warlock Dalverna with a spell that draws the life force out of the recipient. At the age of 21, you are now ready to become king, but before you are able to wear the golden crown you must avenge the death of your father and rid your people of the wicked Dalverna for all time.

Armed with just a dagger and few weak spells, and wearing a suit of leather armour, you enter the warlock's dungeon, and your great quest begins.

Hints on Entry

The program is very long, occupying a large portion of the Spectrum's 48K of memory. It contains a great deal of data and graphical characters which, as usual, should be entered with great care.

There are three main areas where errors may occur and these are listed below so that special care and attention may be taken.

1) The graphics S in lines 1750–1990 are blocks ■ , obtained by using the GRAPHICS CAPS SHIFT 8 keys, as used in Supertank and as described in the Spectrum manual.
2) The lines from 9000–9460 represent the user-defined graphics, and it is important that the numbers are entered carefully.
3) The map is defined from 9500–9593 with each data line consisting of six values. Take great care not to omit any numbers, and check that each line is entered accurately, before continuing with the next.

When the program has been entered and checked, save it onto tape using the command

SAVE "D&D" LINE 10

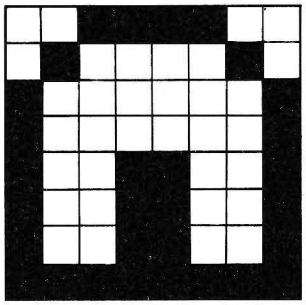
Techniques

Throughout this book reference is being made to user-defined graphics. These are very useful when writing games of this type as they allow the programmer to construct his own characters which can then be reproduced on the screen.

The operating system of the Spectrum has facilities for 21 such user-defined graphics, and these are obtained using the characters GRAPHICS A to GRAPHICS U. If more than the 21 user-defined graphics (U.D.G.s) are required, we could resort to the more complex method of redefining the complete character set, and this is explained in the Techniques section of Chapter 2.

A character on the Spectrum, as with most small micro-computers, is based on an 8×8 grid as shown in Fig. 4.

To design a character, first make a grid and then shade in the required squares. When this has been completed the information contained in each row must be converted into numerical form.



00111100
01000010
10000001
10000001
10011001
10011001
10011001
11111111

Fig. 4.

This is achieved by using binary notation with a 1 to represent a shaded square and a 0 to represent a blank square.

These numbers must now be entered into memory at the appropriate place. This can be achieved by using a command such as

POKE USR "A",BIN 00111100

An alternative method of entry is to use the short program listed below, which not only inserts the numbers into memory but also produces an enlarged character on the screen.

```
 10 CLS
 15 DIM B$(8,8)
 20 PRINT TAB (9);"CHARACTER DESIGNER"
 30 PRINT TAB (9);"========= ========"
 40 PRINT
 50 INPUT "GRAPHICS LETTER=";A$
 55 PRINT : PRINT TAB (4);"BINARY";
 58 PRINT TAB (4);"======"
 60 FOR I=1 TO 8
 70 INPUT "BINARY NUMBER=";I$
 75 IF LEN (I$)<>8 THEN  GO TO 70
 76 LET B$(I)=I$
 80 PRINT TAB (4);B$(I)
 90 NEXT I
100 CLS
110 PRINT TAB (7);"ENLARGED CHARACTER"
```

```
 120 PRINT TAB (7);"======== ========="
 130 FOR J=1 TO 8
 135 LET S=0
 140 FOR I=1 TO 8
 150 IF B$(J,I)="0" THEN  PRINT AT J+5,I
+10;" "
 160 IF B$(J,I)="1" THEN  PRINT AT J+5,I
+10;"?": LET S=S+(VAL (B$(J,I))*(2^(8-I)
))
 170 NEXT I
 180 POKE USR A$+(J-1),S
 190 NEXT J
 195 PRINT : PRINT : PRINT
 200 PRINT "CHARACTER HAS NOW BEEN DEFIN
ED."
 201 PRINT
 205 PRINT "DO YOU WISH TO DEFINE ANOTHE
R   CHARACTER?"
 206 INPUT "Y/N";Y$
 207 IF Y$="Y" THEN  GO TO 10
 210 STOP
```

Playing Instructions

At the start of the game you are placed in room 1, and your quest is to move around the dungeon in search of weapons, treasure and artefacts to help you in your ultimate task: the killing of Dalverna. During the game information concerning your attributes, weapons spells, etc. will be displayed on the screen, and these should be watched carefully as they affect the over-all outcome of events.

Movement

Movement around the dungeon is achieved by using the keys shown in Table 8.

In general the monsters will move faster than you, and it is therefore very difficult to escape. If you are caught by one of the monsters then combat commences and continues to the death.

Table 8

Key	*Direction*
7	Up
6	Down
8	Right
5	Left

Commands

Since this is a real-time game and the combat is initialized automatically, there are very few commands to consider. All necessary commands are operated by a single key stroke as indicated in Table 9.

Table 9

Key	*Command*
P	Pick up object
D	Drop object
S	Cast spell

You can only wear one suit of armour or carry one weapon at any time; therefore to change your status, you must first drop your current possession.

Spells

When the S or cast spell command is used, the real-time operation will stop to enable the type of spell to be stated. There are five different spells available which operate as follows:

INVS This causes you to become invisible and escape from monsters.

WEB This causes a monster to be immobilized temporarily.

CURE This is used to increase your hit points and thus improve your fighting ability.

LBLT This sends a lightning bolt at the monster causing between 10 and 30 points of damage.

FBAL This sends a fireball at the monster causing between 10 and 40 points of damage.

Player attributes

During the game it is important to keep a careful watch on the four attributes shown on the screen, since these affect the game in the following way:

C.F. (combat factor) This is your ability to hit and injure your opponent. It will depend on your weapon and will be in the range 0–9.

D.F. (defence factor) This is your ability to avoid being hit and being injured by your opponent. It will depend on your armour and will be in the range 0–9.

H.P. (hit points) This is your life force. It will lie in the range 0 (dead) – 50 (maximum strength).

T.GOLD (total gold) This represents the total gold which you have collected and improves your total score.

Weapons/armour

When dropping an object it is important to refer to its correct name since abbreviations are often used (see Table 10).

Table 10

Object	*Abbreviation*
Dagger	DAGGER
Mace	MACE
Short sword	S.SWRD
Long sword	L.SWRD
2-H sword	2H.SWD
Magic sword	M.SWRD
Leather armour	LEATHR
Chain armour	CHAIN
Plate armour	PLATE
Magic armour	MPLATE

Adaptation

The game has been designed so that a simple process will allow you to design a more complex plan and thus create a new scenario.

Method

First construct your map by designing a plan showing the rooms and how they are linked (see Fig. 5).

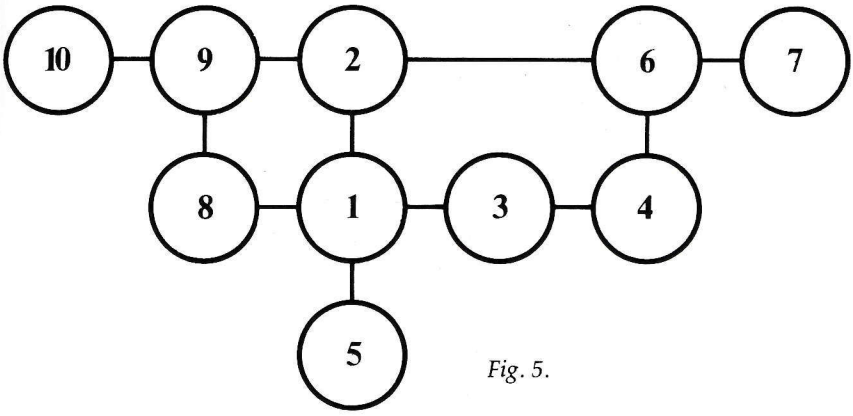


Fig. 5.

When the map has been completed, its contents must be changed into numerical form and stored in the program beginning at line 9500 (for room 1) and continuing in sequence according to room number. Each data line must contain six pieces of information, indicating the dimensions of the room and the position, if any, of the various exits. Thus

```
DATA LENGTH,WIDTH,N,E,S,W
```

where

LENGTH	Length of room. Even number 12–20
WIDTH	Width of room. Even number 6–12
N	Room to which the north exit is connected
E	Room to which the east exit is connected
S	Room to which the south exit is connected
W	Room to which the west exit is connected.

Therefore, for the above map we would have

```
9200 DATA 16,8,2,3,5,8
9201 DATA 20,10,0,6,1,9
```

Note
If there is no exit in a particular direction then this is represented using a 0.

When the map has been completely entered into the program we must change line 450 to

450 FOR I = 1 TO ROOM

Where ROOM is the number of rooms in the dungeon.

The game has now been redesigned and can be saved onto tape or played in the usual way.

Listing

IMPORTANT

1) THIS PROGRAM SHOULD BE ENTERED USING CAPS LOCK.
2) SPACES WITHIN THE TEXT SHOULD BE ENTERED AS LISTED.
3) ALL GRAPHICS CHARACTERS ARE INDICATED BY LOWER CASE LETTERS.

```
 10 REM ** ARRAYS **
 20 DIM L(100): DIM W(100)
 30 DIM D(100,4): DIM Q(56)
 40 DIM S(16): DIM C(40)
 50 DIM T(8): DIM M(8)
 70 REM ** VARIABLES **
 80 LET IV=1: LET WE=1
 90 LET CR=1: LET FB=1:
100 LET LB=1
110 LET A$="LEATHR"
120 LET W$="DAGGER"
130 LET HP=50
140 LET CF=2: LET DF=4
150 LET G=0
155 LET MO=0
160 LET X=5: LET Y=5
165 CLS
170 REM ** U.D.G'S **
180  REM ** CHARACTER **
190 RESTORE 9020
200 FOR I=1 TO 40
```

```
 210 READ C(I)
 220 NEXT I
 230 FOR I=1 TO 8: POKE USR "A"+(I-1),C(
I): NEXT I
 240 FOR I=9 TO 16: POKE USR "B"+(I-9),C
(I): NEXT I
 250 FOR I=17 TO 24: POKE USR "C"+(I-17)
,C(I): NEXT I
 260 FOR I=25 TO 32: POKE USR "D"+(I-25)
,C(I): NEXT I
 270 FOR I=33 TO 40: POKE USR "E"+(I-33)
,C(I): NEXT I
 280 REM ** SPELL **
 290 RESTORE 9090
 300 FOR I=1 TO 16
 310 READ S(I)
 320 NEXT I
 330 FOR I=1 TO 8: POKE USR "F"+(I-1),S(
I): NEXT I
 340 FOR I=9 TO 16: POKE USR "G"+(I-9),S
(I): NEXT I
 350 REM ** GOLD **
 360 RESTORE 9120
 370 FOR I=1 TO 8
 380 READ T(I)
 390 POKE USR "H"+(I-1),T(I)
 400 NEXT I
 410 REM ** INIT DUNGEON **
 420 PRINT  FLASH 1; INK 2; PAPER 7;AT 1
0,6;"INITIALIZING DUNGEON"
 430 PRINT  FLASH 1; INK 2; PAPER 7;AT 1
1,10;"PLEASE WAIT"
 440 RESTORE 9500
 450 FOR I=1 TO 93
 460 READ L(I)
 470 READ W(I)
 480 FOR J=1 TO 4
 490 READ D(I,J)
 500 NEXT J
```

```
510 NEXT I
520 REM ** QUEST **
530 PAPER 0: INK 7: BORDER 0
540 CLS
550 LET RAP=INT (RND*4)+66
560 LET RCP=INT (RND*4)+30
570 LET RSP=INT (RND*4)+38
580 LET RDP=93
590 REM ** U.D.G'S **
600 RESTORE 9011
610 FOR I=1 TO 56
620 READ Q(I)
630 NEXT I
640 FOR I=1 TO 8: POKE USR "l"+(I-1),Q(
I): NEXT I
650 FOR I=9 TO 16: POKE USR "m"+(I-9),Q
(I): NEXT I
660 FOR I=17 TO 24: POKE USR "n"+(I-17)
,Q(I): NEXT I
670 FOR I=25 TO 32: POKE USR "o"+(I-25)
,Q(I): NEXT I
680 FOR I=33 TO 40: POKE USR "p"+(I-33)
,Q(I): NEXT I
690 FOR I=41 TO 48: POKE USR "q"+(I-41)
,Q(I): NEXT I
700 FOR I=49 TO 56: POKE USR "t"+(I-49)
,Q(I): NEXT I
999 LET R=1
1000 REM ** START GAME **
1010 REM ** SET VARIABLES ZERO **
1020 LET M$="": LET XM=0: LET YM=0: LET
RE=0: LET RM=0
1030 LET T$="": LET S$="": LET XT=0: LET
 YT=0: LET RT=0: LET T=0
1040 LET GO=0: LET XG=0: LET YG=0: LET R
G=0
1050 LET I$="": LET XD=0: LET YD=0: LET
DR=0
```

```
1060 LET INV=0: LET WB=0: LET S=1
1063 IF R=RDP THEN  GO TO 8000
1065 IF R=RAP OR R=RCP OR R=RSP THEN  GO
 TO 7350
1070 REM ** MONSTERS **
1080 LET RE=INT (RND*3)+1
1090  IF RE<>3 THEN  GO TO 1220
1100 LET RM=INT (RND*24)+1
1101 LET MIC=INT (RND*4)+2
1110 LET RM=RM*10
1120 RESTORE 9130+RM
1130 READ M$
1140 READ MHP
1150 READ MDF: READ MCF
1160  FOR I=1 TO 8
1170 READ M(I)
1180 POKE USR "I"+(I-1),M(I)
1190 NEXT I
1200 LET XM=INT (RND*(W(R)-2))
1209 LET YM=INT (RND*(L(R)-2))
1210 IF XM<2 OR YM<2 THEN  GO TO 1200
1211 REM ** GOLD **
1212 LET RG=INT (RND*10)+1
1213 IF RG<8 THEN  GO TO 1220
1214 LET GO=INT (RND*100)+1
1215 LET YG=INT (RND*(L(R)-2))
1216 LET XG=INT (RND*W(R))
1218 IF YG<2 OR XG<2 OR XG=XM AND YG=YM
OR XG=XT AND YG=YT THEN  GO TO 1215
1220 REM ** TREASURE **
1230 LET RT=INT (RND*10)+1
1240 IF RT<8 THEN  GO TO 1739
1250 LET T=INT (RND*7)+1
1260 IF T=1 THEN  GO TO 1330
1270 IF T=2 THEN  GO TO 1410
1280 IF T=3 THEN  GO TO 1480
1290 IF T=4 THEN  GO TO 1510
1300 IF T=5 THEN  GO TO 1540
1310 IF T=6 THEN  GO TO 1590
```

```
1320 IF T=7 THEN  GO TO 1640
1330 REM * SWORDS *
1340 LET ST=INT (RND*8)+1
1350 IF ST=1 OR ST=2 OR ST=3 OR ST=4 THE
N  LET T$="S.SWRD"
1360 IF ST=5 OR ST=6 THEN  LET T$="L.SWR
D"
1370 IF ST=7 THEN  LET T$="2H.SWRD"
1390 IF ST=8 THEN  LET T$="M.SWRD"
1400 LET TC=0: GO TO 1730
1410 REM * ARMOUR *
1420 LET AT=INT (RND*8)+1
1430 IF AT=1 OR AT=2 OR AT=3 OR AT=4 THE
N  LET T$="LEATHR"
1440 IF AT=5 OR AT=6 THEN  LET T$="CHAIN
"
1450 IF AT=7 THEN  LET T$="PLATE"
1460 IF AT=8 THEN  LET T$="MPLATE"
1470 LET TC=30: GO TO 1730
1480 REM * DAGGER *
1490 LET T$="DAGGER"
1500 LET TC=60: GO TO 1730
1510 REM * MACE *
1520 LET T$="MACE"
1530 LET TC=40: GO TO 1730
1540 REM * POTION *
1545 LET PT=INT (RND*3)+1
1550 LET T$="POTION"
1560 IF PT=1 OR PT=2 THEN  LET S$="POTIO
N OF HEALING"
1570 IF PT=3 THEN  LET S$="POTION OF INV
ISIBILITY"
1580 LET TC=10: GO TO 1730
1590 REM * RING *
1593 LET RR=INT (RND*4)+1
1595 LET T$="RING"
1600 IF RR=1 OR RR=2 THEN  LET S$="RING
OF INVISIBILITY"
1610 IF RR=3 THEN  LET S$="RING OF FIREB
ALLS"
```

```
1620>IF RR=4THEN LET S$="RING OF LIGHTNI
NG BOLTS"
1630 LET TC=20: GO TO 1730
1640 REM * SPELL BOOK *
1650 LET SR=INT (RND*5)+1
1660 LET T$="SPELL BOOK"
1670 IF SR=1 THEN  LET S$="INVISIBILITY"
1680 IF  SR=2 THEN  LET S$="WEB"
1690 IF SR=3 THEN  LET S$="FIREBALL"
1700 IF SR=4 THEN  LET S$="LIGHTNING BOL
T"
1710 IF SR=5 THEN  LET S$="CURE"
1720 LET TC=50
1730 RESTORE 9390+TC
1731 FOR I=1 TO 8
1732 READ T(I)
1734 POKE USR "J"+(I-1),T(I)
1735 NEXT I
1736 LET XT=INT (RND*(W(R)-2))+1
1737 LET YT=INT (RND*(L(R)-2))+1
1738  IF XT=XM AND YT=YM OR XT<2 OR YT<2
 THEN  GO TO 1736
1739 REM * DRAW SCREEN *
1740 PAPER 0: BORDER 0: INK 7
1745 CLS
1750 PRINT AT 0,24;"ssssssss"
1760 PRINT AT 1,24;"sARMOURs"
1765 PRINT AT 2,24;"s======s"
1770 PRINT AT 3,24;"s";A$
1780 PRINT AT 3,31;"s"
1790 PRINT AT 4,24;"ssssssss"
1800 PRINT AT 5,24;"sWEAPONs"
1810 PRINT AT 6,24;"s======s"
1820 PRINT AT 7,24;"s";W$
1830 PRINT AT 7,31;"s"
1840 PRINT AT 8,24;"ssssssss"
1850 PRINT AT 9,24;"sSPELLSs"
1860 PRINT AT 10,24;"s======s"
1870 PRINT AT 11,24;"sINVS-";IV;"s"
1880 PRINT AT 12,24;"sWEB -";WE;"s"
```

```
1890 PRINT AT 13,24;"sCURE-";CR;"s"
1900 PRINT AT 14,0;"sssssssssssssssssss
ssssLBLT-";LB;"s"
1910 PRINT AT 15,0;"ssC.F.=";CF
1920 PRINT AT 15,8;"sD.F.=";DF;"s"
1923 PRINT AT 15,15;"sH.P.=";HP
1925 PRINT AT 15,23;"SSFBAL-";FB;"S"
1930 PRINT AT 16,0;"sssssssssssssssssss
sssssssssss"
1940 PRINT AT 17,0;"s
    ssssssss"
1950 PRINT AT 18,0;"s
    sT.GOLDs"
1960 PRINT AT 19,0;"s
    s======s"
1970 PRINT AT 20,0;"s
    s";G
1980 PRINT AT 20,31;"s"
1990 PRINT AT 21,0;"sssssssssssssssssss
sssssssssss"
2010 PRINT AT 0,0;"t"
2020 FOR L=1 TO L(R)
2030 PRINT AT 0,0+L;"t"
2040 NEXT L
2050 FOR W=1 TO W(R)
2060 PRINT AT 0+W,0;"t"
2080 NEXT W
2081 FOR L=1 TO L(R)
2082 PRINT AT (W-1),L;"t"
2083 NEXT L
2084 FOR W=1 TO W(R)
2085 PRINT AT W,(L-1);"t"
2086 NEXT W
2090 REM * DOORS *
2100 LET H=L(R)/2
2110 LET V=W(R)/2
2120 FLASH 1: INK 5: PAPER 0
2130 IF D(R,1)>0 THEN  PRINT AT 0,H;"s"
2140 IF D(R,2)>0 THEN  PRINT AT V,L-1;"s
"
```

```
2150 IF D(R,3)>0 THEN  PRINT AT W-1,H;"s
"
2151 IF D(R,4)>0 THEN  PRINT AT V,0;"s"
2152 FLASH 0: INK 7: PAPER 0
2153 REM ** DESCRIPTION **
2154 GO SUB 8900
2155 PRINT AT 17,1;"DIMENSIONS:";L(R)*10
;"'BY ";W(R)*10;"'"
2156 PRINT AT 18,1;"MONSTER:"
2157 IF M$<>"" THEN  PRINT AT 18,9;M$
2158 IF M$="" THEN  PRINT AT 18,9;"LUCKY
!"
2159 PRINT AT 19,1;"TREASURE:"
2160 IF T$<>"" THEN  PRINT AT 19,10;T$
2161 IF T$="LEATHR" OR T$="CHAIN" OR T$=
"PLATE" OR T$="MPLATE" THEN  PRINT AT 19
,17;"ARMOUR"
2162 IF T$="" THEN  PRINT AT 19,10;"NONE
"
2163 IF GO>0 THEN  PRINT AT 20,1;"GOLD P
IECES:";GO
2164 IF GO=0 THEN  PRINT AT 20,1;"GOLD P
IECES:NONE"
2170 PRINT AT X,Y;"d"
2180 REM ** PLACE CHARACTERS**
2185 IF WB=1 THEN  PRINT AT XM,YM;"f": I
F X=XM AND Y=YM THEN  GO TO 7190
2187 IF R=RAP AND T$<>"" THEN  PRINT  IN
K 2;AT XT,YT;"m": GO TO 2215
2190 IF R=RCP AND T$<>"" THEN  PRINT  IN
K 6;AT XT,YT;"n": GO TO 2215
2193 IF R=RSP AND T$<>"" THEN  PRINT AT
XT,YT;"o": GO TO 2215
2194 IF R=RDP THEN  PRINT  INK 3;AT XM,Y
M;"l": GO TO 8060
2195 IF R=RAP OR R=RCP OR R=RSP AND M$<>
"" THEN  PRINT  INK INK;AT XM-1,YM;"p":
PRINT  INK INK;AT XM,YM;"q"
2196 IF RDP=99 THEN  PRINT  INK 3;AT XM,
YM;"l": GO TO 2200
```

```
2197 IF M$<>"" THEN  PRINT  INK MIC;AT X
M,YM;"i"
2200 IF T$<>"" THEN  PRINT AT XT,YT;"j"
2210 IF GO<>0 THEN  PRINT  INK 6;AT XG,Y
G;"h"
2215 IF I$<>"" THEN  PRINT AT XD,YD;"k"
2230 INPUT INKEY$
2235 IF INV=1 THEN  INVERSE 1
2250 IF INKEY$="S" THEN  GO TO 6000
2260 IF INKEY$="P" THEN  GO TO 4000
2270 IF INKEY$="D" THEN  GO TO 3000
2280 IF INKEY$="5" THEN  GO TO 2330
2290 IF INKEY$="6" THEN  GO TO 2330
2300 IF INKEY$="7" THEN  GO TO 2330
2310 IF INKEY$="8" THEN  GO TO 2330
2316 IF INKEY$="" THEN  PRINT AT X,Y;"d"
2317 INVERSE 0
2318 IF M$<>"" THEN  GO SUB 2620
2320 GO TO 2180
2330 REM **CHARACTER MOVES**
2335 INVERSE 0
2340 PRINT AT X,Y;" "
2345 IF INV=1 THEN  INVERSE 1
2350 IF INKEY$="8" THEN  LET Y=Y+1: GO S
UB 2500: PRINT AT X,Y;"a"
2360 IF INKEY$="6" THEN  LET X=X+1: GO S
UB 2500: PRINT AT X,Y;"e"
2370 IF INKEY$="7" THEN  LET X=X-1: GO S
UB 2500: PRINT AT X,Y;"c"
2380 IF INKEY$="5" THEN  LET Y=Y-1: GO S
UB 2500: PRINT AT X,Y;"b"
2444 REM * NEXT ROOM *
2450 IF D(R,1)>0 AND X=1 AND Y=H THEN  L
ET PS=1: LET R=D(R,1): GO TO 2560
2460 IF D(R,2)>0 AND X=U AND Y=(L-2) THE
N  LET PS=2: LET R=D(R,2): GO TO 2560
2470 IF D(R,3)>0 AND X=(W-2) AND Y=H THE
N  LET PS=3: LET R=D(R,3): GO TO 2560
2480 IF D(R,4)>0 AND X=U AND Y=1 THEN  L
ET PS=4: LET R=D(R,4): GO TO 2560
```

```
2490 GO TO 2315
2500 REM * DEFINE WALLS *
2510 IF X<1 THEN  LET X=X+1
2520 IF X>=(W-1) THEN  LET X=X-1
2530 IF Y<1 THEN  LET Y=Y+1
2540 IF Y>=(L-1) THEN  LET Y=Y-1
2550 RETURN
2560 REM ** POS IN NEXT ROOM **
2565 INVERSE 0
2570 IF PS=1 THEN  LET X=(W(R)-2): LET Y
=(L(R)/2)
2580 IF PS=2 THEN  LET X=(W(R)/2): LET Y
=2
2590 IF PS=3 THEN  LET X=2: LET Y=(L(R)/
2)
2600 IF PS=4 THEN  LET X=(W(R)/2): LET Y
=(L(R)-2)
2610 GO TO 1000
2620  REM ** MONSTER CHASE **
2630 PRINT AT XM,YM;" "
2633 IF R=RAP OR R=RSP OR R=RCP THEN  PR
INT AT XM-1,YM;" ": GO TO 2640
2635 IF INV=1 THEN  GO TO 2720
2640 IF X<XM THEN  LET XM=XM-1
2650 IF X>XM THEN  LET XM=XM+1
2660 IF Y<YM THEN  LET YM=YM-1
2670 IF Y>YM THEN  LET YM=YM+1
2680 IF XM<=0 THEN  LET XM=XM+1
2690  IF XM>=(W-1) THEN  LET XM=XM-1
2700  IF YM<1 THEN  LET YM=YM+1
2710  IF YM>=(L-1) THEN  LET YM=YM-1
2715  IF R=RAP OR R=RCP OR R=RSP THEN  P
RINT  INK INK;AT XM,YM;"q": PRINT  INK I
NK;AT XM-1,YM;"p": GO TO 2730
2716 IF RDP=99 THEN  PRINT  INK 3;AT XM,
YM;"l": GO TO 2730
2720 PRINT  INK MIC;AT XM,YM;"i"
2730 IF XM=X AND YM=Y THEN  GO SUB 2750
2740 RETURN
2750 REM ** COMBAT **
```

```
2765 GO SUB 8900
2766 IF RDP=99 AND RAP<>99 THEN  PRINT A
T 17,1;"WITHOUT THE AXE OF ": PRINT AT 1
8,1;"GARATH, DALVERNA IS": PRINT AT 19,1
;"INVINCIBLE !": PRINT AT 20,1;"YOU DIED
 IN COMBAT": GO TO 8600
2780 LET TH=INT ((RND*18)+1)+(MCF-DF)
2790 IF TH<10 THEN  PRINT AT 17,1;M$;" M
ISSES.": GO TO 2830
2800 IF TH>=10 THEN  LET DAM=INT (RND*MC
F)+1
2810 PRINT AT 17,1;M$;" HITS FOR ";DAM
2820 LET HP=HP-DAM
2830 REM **COMBAT CHARACTER**
2840 LET TH=INT ((RND*18)+1)+(CF-MDF)
2850 IF TH<10 THEN  PRINT AT 18,1;"YOU M
ISSED.": GO TO 2890
2860 IF TH>=10 THEN  LET DAM=INT (RND*CF
)+1
2870 PRINT AT 18,1;"YOU HIT FOR ";DAM
2880 LET MHP=MHP-DAM
2890 IF HP<1 THEN  PRINT AT 19,1;"YOU AR
E DEAD !": GO TO 8600
2895 IF RDP=99 AND MHP<1 THEN  GO TO 853
0
2900 IF MHP<1 THEN  PRINT AT 19,1;M$;" I
S DEAD": LET M$="": LET MO=MO+1: PAUSE 0
: GO TO 2153
2910 IF HP<10 THEN  PRINT AT 15,22;" "
2920 PRINT AT 15,21;HP
2925 PAUSE 30
2930 GO TO 2760
3000 REM **DROP ITEM**
3001 IF T$<>"" AND X=XT AND Y=YT THEN  G
O TO 2230
3003 IF DR=1 THEN  GO TO 2230
3010 GO SUB 8900
3020 PRINT AT 17,1;"WHICH ITEM DO YOU WI
SH"
```

```
3030 PRINT AT 18,1;"TO DROP ?"
3040 INPUT I$
3050 PRINT AT 18,11;I$
3060 IF I$="DAGGER" OR I$="MACE" THEN  G
O TO 3100
3070 IF I$="S.SWRD" OR I$="L.SWRD" OR I$
="2H-SWD" OR I$="M.SWRD" THEN  GO TO 310
0
3080 IF I$="LEATHR" OR I$="CHAIN" OR I$=
"PLATE" OR I$="MPLATE" THEN  GO TO 3170
3090 LET I$="": GO TO 2153
3100 IF CF=9 THEN  LET I$="": GO TO 2153
3105 IF I$<>W$ THEN  LET I$="": GO TO 21
53
3110 LET W$="       ": LET CF=0
3120 PRINT AT 7,25;W$: PRINT AT 15,7;CF
3130 IF I$="S.SWRD" OR I$="L.SWRD" OR I$
="2H-SWD" OR I$="M.SWRD" THEN  LET TC=0
3140 IF I$="DAGGER" THEN  LET TC=60
3150 IF I$="MACE" THEN  LET TC=40
3160 GO TO 3210
3170 IF DF=9 THEN  LET I$="": GO TO 2153
3175 IF I$<>A$ THEN  LET I$="": GO TO 21
53
3180 LET A$="       ": LET DF=0
3190 PRINT AT 3,25;A$: PRINT AT 15,14;DF
3200 LET TC=30
3210 RESTORE 9390+TC
3220 FOR I=1 TO 8
3230 READ T(I)
3240 POKE USR "K"+(I-1),T(I)
3250 NEXT I
3260 LET XD=X: LET YD=Y: LET DR=1
3270 GO TO 2153
4000 REM **PICK UP TREASURE**
4010 GO SUB 8900
4020 IF X=XT AND Y=YT THEN  GO TO 4120
4030 IF X=XG AND Y=YG THEN  GO TO 4060
4050 GO TO 2153
```

```
4060 REM * GOLD *
4080 LET G=G+GO
4090 LET GO=0
4100 PRINT AT 20,25;G
4110 GO TO 2153
4120 REM * TREASURE *
4125 IF R=RAP THEN  GO TO 7440
4127 IF R=RCP THEN  GO TO 7610
4128 IF R=RSP THEN  GO TO 7760
4130 PRINT AT 17,1;"TREASURE:-"
4135 IF T$="" THEN  PRINT AT 17,10;"NONE
": PAUSE 50: GO TO 2153
4136 IF T$="SPELL BOOK" THEN  GO TO 4150
4137 IF S$<>"" THEN  PRINT AT 18,1;S$: G
O TO 4150
4140 PRINT AT 17,10;T$
4150 IF T$="S.SWRD" OR T$="L.SWRD" OR T$
="2H-SWD" OR T$="M.SWRD" THEN  GO TO 421
0
4160 IF T$="MACE" OR T$="DAGGER" THEN  G
O TO 4210
4170 IF T$="LEATHR" OR T$="CHAIN" OR T$=
"PLATE" OR T$="MPLATE" THEN  GO TO 4320
4180 IF T$="POTION" THEN  GO TO 4410
4190 IF T$="SPELL BOOK" THEN  GO TO 4450
4200 IF T$="RING" THEN  GO TO 4530
4205 GO TO 2153
4210 REM * WEAPONS *
4215 IF CF=9 THEN  GO TO 4300
4220 IF W$<>"        " THEN  GO TO 2153
4230 LET W$=T$
4240 IF W$="DAGGER" THEN  LET CF=2
4250 IF W$="MACE" THEN  LET CF=3
4260 IF W$="S.SWRD" THEN  LET CF=4
4270 IF W$="L.SWRD" THEN  LET CF=6
4280 IF W$="2H-SWD" THEN  LET CF=7
4290 IF W$="M.SWRD" THEN  LET CF=8
4300 PRINT AT 7,25;W$: PRINT AT 15,7;CF
4310 LET T$=""
```

```
4311 IF I$<>"" THEN  GO SUB 7100
4312 GO TO 2153
4320 REM * ARMOUR *
4325 IF DF=9 THEN  GO TO 4390
4330 IF A$<>"       " THEN  GO TO 2153
4340 LET A$=T$
4350 IF A$="LEATHR" THEN  LET DR=4
4360 IF A$="CHAIN" THEN  LET DF=5
4370 IF A$="PLATE" THEN  LET DF=7
4380 IF A$="MPLATE" THEN  LET DF=8
4390 PRINT AT 3,25;A$: PRINT AT 15,14;DF
4400 LET T$=""
4401 IF I$<>"" THEN  GO SUB 7100
4405 GO TO 2153
4410 REM * POTION *
4420 IF PT=1 OR PT=2 THEN  LET CR=CR+INT
 (RND*2)+1
4430 IF PT=3 THEN  LET IU=IU+INT (RND*2)
+1
4444 PAUSE 0
4445 LET T$="": GO TO 7000
4446 REM  * SPELL BOOK *
4450 PRINT AT 18,1;"THE SPELL BOOK CONTA
INS"
4460 PRINT AT 19,1;"A SPELL,";S$
4465 PAUSE 0
4470 IF SR=1 THEN  LET IU=IU+1
4480 IF SR=2 THEN  LET WE=WE+1
4490 IF SR=3 THEN  LET FB=FB+1
4500 IF SR=4 THEN  LET LB=LB+1
4510 IF SR=5 THEN  LET CR=CR+1
4520 LET T$="": GO TO 7000
4530 REM * RING *
4540 IF RR=1 OR RR=2 THEN  LET IU=IU+INT
 (RND*2)+1
4550 IF RR=3 THEN  LET FB=FB+INT (RND*2)
+1
4560 IF RR=4 THEN  LET LB=LB+INT (RND*2)
+1
4565 PAUSE 0
```

```
4570 LET T$="": GO TO 7000
6000  REM  ** SPELL CAST **
6010 GO SUB 8900
6020 PRINT AT 17,1;"WHICH TYPE OF SPELL
DO"
6030 PRINT AT 18,1;"YOU WISH TO CAST ?"
6040 INPUT C$
6045 PRINT AT 18,20;C$
6046 PAUSE 50
6047 IF RDP=99 THEN  GO SUB 8900: PRINT
AT 17,1;"SPELLS DO NOT AFFECT": PRINT AT
 18,1;"WARLOCKS !": PAUSE 0: GO TO 2153
6050 IF C$="INVS" THEN  GO TO 6120
6060 IF C$="WEB" THEN  GO TO 6170
6070 IF C$="FBAL" THEN  GO TO 6230
6090 IF C$="LBLT" THEN  GO TO 6720
6100 IF C$="CURE" THEN  GO TO 6955
6110 GO TO 2153
6120 REM ** INVISIBILITY **
6130 IF IV<1 THEN  GO TO 7240
6150 LET IV=IV-1
6155 IF R=RAP OR R=RSP OR R=RCP THEN  GO
 SUB 8900: PRINT AT 17,1;"THE DEVIL CAN
STILL SEE": PRINT AT 18,1;"YOU!": PAUSE
200
6157 LET INV=1
6160 GO TO 7000
6170 REM ** WEB **
6175 LET WB=1
6180 IF WE<1 THEN  GO TO 7240
6190 LET WE=WE-1
6195 IF R=RAP OR R=RSP OR R=RCP THEN  GO
 SUB 8900: PRINT AT 17,1;"THE WEB SPELL
DOES NOT": PRINT AT 18,1;"WORK BECAUSE T
HE DEVIL": PRINT AT 19,1;"IS TOO STRONG.
": PAUSE 1000: GO TO 7000
6200 LET M$=""
6205 LET MO=MO+1
6210 PRINT AT XM,YM;"f"
6220 GO TO 7000
```

```
6230 REM ** FIREBALL **
6240 IF FB<1 THEN  GO TO 7240
6250 IF M$="" THEN  GO TO 2153
6260 LET FB=FB-1
6270 LET DAM=INT (RND*30)+11
6280 LET MHP=MHP-DAM
6290 IF MHP<1 THEN  LET M$="": LET MO=MO
+1
6300 LET XF=X: LET YF=Y
6310 IF XM<XF THEN  LET XF=XF-1
6320 IF XM>XF THEN  LET XF=XF+1
6330 IF YM<YF THEN  LET YF=YF-1
6340 IF YM>YF THEN  LET YF=YF+1
6350 INK 2: BRIGHT 1
6360 PRINT AT XF,YF;"9"
6370 PAUSE 4
6380 PRINT AT XF,YF;" "
6390 INK 0: BRIGHT 0
6400 IF R=RDP AND XF=XM AND YF=YM THEN
GO TO 8270
6700 IF XF=XM AND YF=YM THEN  INK 7: GO
TO 7000
6705 IF R=RDP AND XF=XM AND YF=YM THEN
GO TO 8270
6710 GO TO 6310
6720 REM ** LIGHTNING BOLT **
6730 IF M$="" THEN  GO TO 2153
6740 IF LB<1 THEN  GO TO 7240
6750 LET XL=(Y*8)+4
6760 LET YL=172-(8*X)
6770 PLOT XL,YL
6780 LET XF=(YM*8)+4
6790 LET YF=172-(8*XM)
6800 LET DX=XF-XL
6810 LET DY=YF-YL
6820 INK 5
6830 DRAW DX,DY
6840 PAUSE 10
6850 INK 0
6860 PLOT XL,YL
```

```
6870 DRAW DX,DY
6890 PAUSE 10
6900 INK 7
6910 LET LB=LB-1
6920 LET DAM=INT (RND*20)+11
6940 LET MHP=MHP-DAM
6945 IF MHP<1 THEN  LET M$="": LET MO=MO
+1
6950 GO TO 7000
6955 REM ** CURE **
6960 IF CR<1 THEN  GO TO 7240
6965 LET CR=CR-1
6970 LET RCR=INT (RND*10)+11
6975 LET HP=HP+RCR
6980 IF HP>50 THEN  LET HP=50
6985 PRINT AT 15,21;HP
7000 REM * UPDATE *
7010 IF IV>9 THEN  LET IV=9
7020 IF WE>9 THEN  LET WE=9
7030 IF FB>9 THEN  LET FB=9
7040 IF LB>9 THEN  LET LB=9
7050 IF CR>9 THEN  LET CR=9
7060 PRINT AT 11,30;IV: PRINT AT 12,30;W
E
7070 PRINT AT 13,30;CR: PRINT AT 14,30;L
B
7080 PRINT AT 15,30;FB
7090 GO TO 2153
7100 REM * CHANGE ITEM TO TREASURE *
7110 LET T$=I$
7120 LET XT=XD: LET YT=YD
7130 RESTORE 9390+TC
7140 FOR I=1 TO 8
7150 READ T(I)
7160 POKE USR "J"+(I-1),T(I)
7170 NEXT I
7180 LET I$="": LET XD=0: LET YD=0: RETU
RN
7190 REM * STUCK IN WEB *
```

```
7200 GO SUB 8900
7210 PRINT AT 17,1;"YOU ARE CAUGHT IN YO
UR"
7220 PRINT AT 18,1;"OWN WEB. YOU ARE DEA
D!"
7225 PAUSE 0
7230 GO TO 8600
7240 REM * NO SPELL REPORT *
7250 GO SUB 8900
7260 PRINT AT 17,1;"YOU DO NOT POSSESS T
HAT"
7270 PRINT AT 18,1;"SPELL."
7280 PAUSE 50
7290 GO TO 2153
7350 REM ** QUEST **
7360 IF R=RAP THEN  LET T$="AXE"
7362 IF R=RCP THEN  LET T$="CROWN"
7363 IF R=RSP THEN  LET T$="SHIELD"
7370 LET M$="DEVIL"
7380 LET MHP=60: LET MCF=8: LET MDF=8
7382 IF R=RAP THEN  LET INK=2
7384 IF R=RCP THEN  LET INK=3
7385 IF R=RSP THEN  LET INK=4
7390 LET XT=W(R)/2
7400 LET YT=L(R)/2
7410 LET XM=XT-1
7420 LET YM=YT-1
7430 GO TO 1739
7440 REM * AXE *
7450 PRINT AT 17,1;"YOU HAVE FOUND THE A
XE"
7460 PRINT AT 18,1;"OF THE GREAT HERO,"
7470 PRINT AT 19,1;" GARATH WHO DEFEATED
"
7480 PRINT AT 20,1;"DALVERNA IN COMBAT."
7490 PAUSE 0
7500 GO SUB 8900
7510 PRINT AT 17,1;"WITH THIS MIGHTY WEA
PON"
7520 PRINT AT 18,1;"YOU CAN NOW ATTACK T
HE"
```

```
7530 PRINT AT 19,1;"EVIL WARLOCK, DALVER
NA."
7540 PAUSE 0
7560 LET CF=9: LET W$=" AXE  "
7570 PRINT AT 7,25;W$: PRINT AT 15,7;CF
7590 LET T$="": LET RAP=99
7595 LET M$="": PRINT AT XM,YM;" ": PRIN
T AT XM-1,YM;" "
7600 GO TO 2153
7610 REM ** CROWN **
7615 GO SUB 8900
7620 PRINT AT 17, ;"YOU HAVE FOUND THE"
7630 PRINT AT 18,1;"CROWN OF THE ARCH-MA
GE"
7640 PRINT AT 19,1;"YAGA WHO RESISTED TH
E"
7650 PRINT AT 20,1;"WILL OF DALVERNA."
7660 PAUSE 0
7670 GO SUB 8900
7680 PRINT AT 17,1;"WITH THE CROWN,YOU W
ILL"
7690 PRINT AT 18,1;" BE ABLE TO WITHSTAN
D"
7700 PRINT AT 19,1;"THE WILL OF DALVERNA
."
7710 PAUSE 0
7720 LET T$=""
7730 LET M$="": PRINT AT XM,YM;" ": PRIN
T AT XM-1,YM;" "
7740 LET RCP=99
7750 GO TO 2153
7760 REM ** SHIELD **
7770 GO SUB 8900
7780 PRINT AT 17,1;"YOU HAVE FOUND THE"
7790 PRINT AT 18,1;"SHIELD OF KELRIN, TH
E"
7800 PRINT AT 19,1;"GREAT KNIGHT WHO FOR
GED"
7810 PRINT AT 20,1;"A SHIELD TO DEFLECT
THE"
```

```
7820 PAUSE 0
7830 GO SUB 8900
7840 PRINT AT 17,1;"SPELLS OF DALVERNA.
WITH"
7850 PRINT AT 18,1;"THE SHIELD HIS SPELL
S"
7860 PRINT AT 19,1;"ARE USELESS."
7870 PAUSE 0
7880 LET T$=""
7890 LET DF=9: PRINT AT 15,14;DF
7900 LET M$="": PRINT AT XM,YM;" ": PRIN
T AT XM-1,YM;" "
7910 LET RSP=99
7920 GO TO 2153
8010  LET M$="DALVERNA"
8020  LET MHP=40: LET MCF=9: LET MDF=0
8030  LET XM=6
8040 LET YM=17
8050  GO TO 1739
8070  GO SUB 8900
8075 PRINT AT X,Y;"d"
8080 PRINT AT 17,1;"AT LAST! YOU HAVE FOU
ND"
8090  PRINT AT 18,1;"THE EVIL WARLOCK WH
O"
8100  PRINT AT 19,1;"BROUGHT YOU TO THIS
"
8110 PRINT AT 20,1;"HELL HOLE, DALVERNA!
"
8120  PAUSE 0
8130  GO SUB 8900
8140  PRINT AT 17,1;"HE GREETS YOU WITH
AN"
8150 PRINT AT 18,1;"EVIL SMILE AND SAYS"
8160 PRINT AT 19,1;"'CONGRATULATIONS! ON
 "
8170 PRINT AT 20,1;"YOUR ARRIVAL BUT ALA
S!"
8180 PAUSE 0
8190 GO SUB 8900
8200 PRINT AT 17,1;"IT WAS ALL IN VAIN!'
,AT"
```

```
8210 PRINT AT 18,1;"THAT MOMENT,A FIREBA
LL"
8220 PRINT AT 19,1;"APPEARS AND HURTLES
"
8230 PRINT AT 20,1;"TOWARDS YOU."
8240 PAUSE 0
8250 LET YM=YM-15: LET Y=Y+15
8260 GO TO 6300
8270 LET YM=17: LET Y=2
8275 INK 7: GO SUB 8900
8280  IF RSP=99 THEN  GO TO 8330
8290  PRINT AT 17,1;"AS YOU WERE NOT "
8300 PRINT AT 18,1;"PROTECTED BY THE SHI
ELD"
8310 PRINT AT 19,1;"OF KELRIN,YOU HAVE B
EEN"
8320 PRINT AT 20,1;"BURNT ALIVE.": GO TO
 8600
8330 PRINT AT X,Y;"d":  PRINT AT 17,1;"Y
OU RAISE THE SHIELD OF"
8340  PRINT AT 18,1;"KELRIN AND THE FIRE
BALL"
8350 PRINT AT 19,1;"IS DEFLECTED AWAY."
8370 PAUSE 0
8375 GO SUB 8900
8380  PRINT AT 17,1;"YOU SUDDENLY FEEL A
"
8390  PRINT AT 18,1;"PRESENCE TRYING TO"
8400 PRINT AT 19,1;"CONTROL YOUR MIND."
8420  PAUSE 0
8430 GO SUB 8900
8435  IF RCP=99 THEN  GO TO 8480
8440 PRINT AT 17,1;"DALVERNA SUCCESSFULL
Y"
8450 PRINT AT 18,1;"CONTROLS YOUR WILL A
ND"
8460 PRINT AT 19,1;"YOU JOIN THE GUARDIA
NS"
8470 PRINT AT 20,1;"OF THE LABYRINTH.":
GO TO 8600
8480 PRINT AT 17,1;"USING THE POWER OF "
8490 PRINT AT 18,1;"YAGA'S CROWN,YOU RES
IST"
```

```
8500 PRINT AT 19,1;"THE WILL OF DALVERNA
 "
8510 PAUSE 0
8515 LET RDP=99
8520 GO TO 2153
8530 REM ** END OF QUEST **
8540 CLS
8550 PRINT  FLASH 1; INK 2; PAPER 7;AT 5
,6;"CONGRATULATIONS !"
8560 PRINT AT 7,1;"YOU HAVE COMPLETED YO
UR QUEST."
8570 LET SC=MO+G+500
8580 PRINT AT 9,3;"YOUR SCORE IS ";SC;"
POINTS"
8590 STOP
8600 REM ** DEAD **
8605 PAUSE 0
8610 CLS
8620 LET SC=G+MO
8630 PRINT AT 5,6;"YOU SCORED ";SC;" POI
NTS"
8640 PRINT AT 10,2;"DO YOU WISH TO TRY A
GAIN ?"
8650 INPUT Q$
8660 IF Q$="Y" THEN  GO TO 70
8670 STOP
8900 REM * CLEAR TEXT AREA *
8910  INVERSE 0
8920 PRINT AT 17,1;"
   "
8930 PRINT AT 18,1;"
   "
8940 PRINT AT 19,1;"
   "
8950 PRINT AT 20,1;"
   "
8960 RETURN
9000 REM ** DATA **
9010 REM ** U.D.G'S **
9011 REM ** QUEST **
9012 DATA 153,153,126,60,24,24,28,30
```

```
9013 DATA 0,0,240,96,255,96,64,0
9014 DATA 0,170,84,124,0,0,0,0
9015 DATA 127,65,73,93,42,34,20,8
9016 DATA 139,115,118,46,126,250,250,114
9017 DATA 126,118,58,58,115,226,224,127
9018 DATA 255,149,251,141,243,175,209,25
5
9020 REM  ** CHARACTER **
9030 DATA 12,12,120,94,24,28,116,70
9040 DATA 48,48,30,122,24,56,46,98
9050 DATA 88,88,126,26,26,60,36,102
9060 DATA 24,24,60,90,90,60,36,102
9070 DATA 26,26,126,88,88,60,36,102
9080 REM ** SPELL **
9090 DATA 149,82,173,58,93,180,74,145
9100 DATA 0,0,24,60,60,24,0,0
9110 REM ** GOLD **
9120 DATA 0,0,0,0,0,56,102,221
9130 REM ** MONSTERS **
9140 DATA "BEHOLDER",35,2,6,60,66,153,18
9,153,129,66,60
9150 DATA "CENTAUR",27,5,4,192,192,64,10
2,127,127,34,68
9160 DATA "AXEBEAK",16,3,6,64,224,32,96,
124,122,17,32
9170 DATA "COUATL",17,5,4,24,38,70,32,30
,1,98,28
9180 DATA "DEMON",55,7,8,153,219,165,153
,189,219,153,189
9190 DATA "DJINNI",45,6,6,12,12,51,33,34
,76,112,192
9200 DATA "ETTIN",29,4,6,102,102,24,255,
189,60,36,102
9210 DATA "MINOTAUR",25,3,5,36,24,90,165
,153,24,36,66
9220 DATA "GHOST",23,5,6,24,36,36,66,66,
129,129,129
9230 DATA "GOLEM",35,4,6,60,60,219,189,1
89,189,36,195
```

```
9240 DATA "HARPY",16,4,2,60,90,24,60,60,
60,24,24
9250 DATA "GOBLIN",7,2,1,0,56,16,108,186
,145,56,108
9260 DATA "ROPER",40,2,7,145,186,108,57,
125,186,56,124
9280 DATA "SHAMBLING MD",20,3,5,24,52,90
,118,237,187,237,187
9290 DATA "GIANT BAT",14,4,3,36,24,90,25
5,255,126,36,0
9300 DATA "BLK PUDDING",50,1,3,0,0,24,12
6,127,255,255,255
9310 DATA "WILL 'O' WISP",15,8,4,96,240,
240,102,15,15,6,0
9320 DATA "VAMPIRE",46,4,7,24,24,60,60,6
0,60,60,60
9330 DATA "AGLOID",34,1,4,24,60,255,219,
60,102,102,231
9340 DATA "GAMBODO",16,3,1,24,24,252,155
,24,48,96,192
9350 DATA "GRELL",27,1,7,60,90,102,60,74
,145,145,74
9360 DATA "BULLEWUG",6,1,1,152,153,194,1
88,152,164,36,66,5
9370 DATA "WYVERN",45,4,7,35,198,46,28,1
2,8,4,3
9380 REM ** TREASURE **
9390 DATA 0,0,64,255,64,0,0,0
9400 DATA 8,8,8,28,62,62,28,0
9410 DATA 8,20,8,0,0,0,0,0
9420 DATA 24,24,0,153,153,129,36,36
9430 DATA 0,0,0,64,252,64,0,0
9440 DATA 0,0,248,168,248,168,168,248
9450 DATA 0,64,240,64,0,0,0,0
9460 DATA 0,0,0,0,0,56,102,221
9500 REM ** DUNGEON **
9501 DATA 10,10,2,0,0,0
9502 DATA 10,10,4,3,1,0
9503 DATA 10,10,0,0,0,2
9504 DATA 20,8,7,5,2,0
```

```
9505 DATA 14,10,6,59,0,4
9506 DATA 8,8,0,0,5,0
9507 DATA 20,12,0,0,4,8
9508 DATA 20,12,0,7,9,0
9509 DATA 6,12,8,0,10,0
9510 DATA 10,12,9,11,0,0
9511 DATA 8,10,0,0,12,10
9512 DATA 20,8,11,0,13,0
9513 DATA 8,12,12,0,0,14
9514 DATA 10,12,15,13,0,0
9515 DATA 18,10,16,0,14,0
9516 DATA 14,10,17,0,15,0
9517 DATA 12,12,0,19,16,18
9518 DATA 10,6,0,17,0,0
9519 DATA 12,6,20,0,0,17
9520 DATA 18,6,21,0,19,0
9521 DATA 18,12,22,0,20,0
9522 DATA 20,12,0,23,21,25
9523 DATA 12,8,24,0,0,22
9524 DATA 10,12,0,0,23,0
9525 DATA 20,8,26,22,0,27
9526 DATA 6,12,0,0,25,0
9527 DATA 10,12,0,25,0,28
9528 DATA 20,12,30,27,34,29
9529 DATA 16,8,0,28,0,0
9530 DATA 20,10,31,0,28,0
9531 DATA 12,6,0,32,30,0
9532 DATA 12,12,33,0,0,31
9533 DATA 6,12,0,0,32,0
9534 DATA 14,8,28,35,0,0
9535 DATA 14,8,0,37,36,34
9536 DATA 20,10,35,0,0,0
9537 DATA 10,10,0,0,0,35
9538 DATA 6,12,39,0,0,0
9539 DATA 12,12,0,40,38,0
9540 DATA 20,6,0,41,0,39
9541 DATA 20,6,0,42,0,40
9542 DATA 20,12,0,47,43,41
9543 DATA 6,12,42,0,44,0
9544 DATA 10,6,43,46,0,45
```

```
9545 DATA 6,6,0,44,0,0
9546 DATA 10,6,47,48,0,44
9547 DATA 16,6,0,0,46,42
9548 DATA 20,6,0,49,0,46
9549 DATA 20,12,50,51,53,48
9550 DATA 6,12,0,0,49,0
9551 DATA 20,8,0,52,0,49
9552 DATA 10,8,0,0,0,51
9553 DATA 6,12,49,0,54,0
9554 DATA 8,12,53,0,55,0
9555 DATA 10,12,54,57,56,0
9556 DATA 6,12,55,0,58,0
9557 DATA 16,10,0,0,0,55
9558 DATA 20,12,56,78,0,59
9559 DATA 20,12,0,58,60,5
9560 DATA 16,10,59,61,0,0
9561 DATA 20,8,0,77,62,60
9562 DATA 10,12,61,0,70,63
9563 DATA 20,8,0,62,0,64
9564 DATA 16,12,66,63,65,0
9565 DATA 18,6,64,0,0,0
9566 DATA 10,10,0,0,64,67
9567 DATA 20,8,0,66,0,68
9568 DATA 10,12,0,67,69,0
9569 DATA 20,12,68,0,0,0
9570 DATA 18,10,62,71,0,0
9571 DATA 20,6,0,72,0,70
9572 DATA 16,8,0,73,0,71
9573 DATA 18,8,74,0,0,72
9574 DATA 20,12,0,0,73,75
9575 DATA 16,10,76,74,0,0
9576 DATA 8,12,79,0,75,77
9577 DATA 20,12,78,76,0,61
9578 DATA 16,12,0,0,77,58
9579 DATA 8,12,80,0,76,0
9580 DATA 18,12,81,82,79,0
9581 DATA 16,6,0,0,80,0
9582 DATA 20,8,0,83,0,80
9583 DATA 20,8,84,0,0,82
9584 DATA 20,6,85,0,83,0
9585 DATA 20,10,87,86,84,0
9586 DATA 6,6,0,0,0,85
9587 DATA 20,10,90,0,85,88
```

```
9588 DATA 20,8,0,87,0,89
9589 DATA 6,12,0,88,0,0
9590 DATA 18,12,91,93,87,0
9591 DATA 16,10,0,0,90,92
9592 DATA 20,12,0,91,0,0
9593 DATA 20,12,0,0,0,90
```

7
Nightmare Park

Scenario

So you think you're pretty good at solving adventures after playing all of the other games in this book? Well, if that's the case then try this one for size.

In your wanderings around some deep dark cavern, you stumble across a sign

THIS IS NIGHTMARE PARK

ENTER AT YOUR OWN RISK

KEEP TO THE PATH

Well, being an adventurer of the highest calibre, this is a challenge not to be refused. So put your best foot forward and step into Nightmare Park.

Hints on Entry

The entering of Nightmare Park is very straightforward and the only difficulty may come in the lines regarding the Carnivorous Caterpillar (lines 1225–1235), and these should be entered very carefully making sure that the numbers relating to the CHR function are correct.

Techniques

In this program the random function is often used to produce the different probabilities within the various sections.

As you will no doubt be aware from reading the Spectrum manual, the Sinclair BASIC RND function produces a number in the range 0–1. In many cases this is quite satisfactory, but on occasions we may wish to generate an integer number within a specified range, to assimilate the throwing of a die. If this is the case then the number must first be increased by using some scale factor and then turned into a whole number using the INT function.

Example

To generate a number in the range 1–6 we would require

```
PRINT INT(RND*6)+1
```

Playing Instructions

The basic idea of the game is to get to the other side of Nightmare Park without being squashed, concussed or burnt to a cinder. But believe me, this is no easy task.

Listing

IMPORTANT

1) THIS PROGRAM SHOULD BE ENTERED USING CAPS LOCK.
2) SPACES WITHIN THE TEXT SHOULD BE ENTERED AS LISTED.
3) ALL GRAPHICS CHARACTERS ARE INDICATED BY LOWER CASE LETTERS.

```
  5 INK 0: PAPER 7: BORDER 7: BRIGHT 0:
 CLS
  7 PAPER 7: BORDER 7: INK 0: PRINT AT
0,0;"THE SIGN READS -"
  8 PRINT : PRINT CHR$ 139;: FOR G=1 TO
 30: PRINT CHR$ 131;: NEXT G: PRINT CHR$
 135
  9 PRINT CHR$ 138;"   THIS IS NIGHTMAR
E PARK      ";CHR$ 133;CHR$ 138;"
                        ";CHR$ 133;CHR$ 13
8;"   ENTER AT YOUR OWN RISK      ";CHR$
133;CHR$ 138;"
    ";CHR$ 133;CHR$ 138;"       "; INVERS
E 1;"KEEP TO THE PATH!"; INVERSE 0;"
   ";CHR$ 133;CHR$ 142;: FOR G=1 TO 30:
PRINT CHR$ 140;: NEXT G: PRINT CHR$ 141
 10 FOR I=1 TO 300: NEXT I: FOR I=0 TO
23: READ A: POKE USR "M"+I,A: NEXT I: DA
TA BIN 01001110,BIN 11111101,BIN 1111111
1,BIN 01111111,BIN 00111110,BIN 01111110
,BIN 00111100,BIN 01100100,BIN 00001000,
BIN 00000100,BIN 00000010,BIN 11111111,B
IN 00000010,BIN 00000100,BIN 00001000,BI
N 00000000
 11 DATA BIN 00111000,BIN 00111000,BIN
00010000,BIN 11111110,BIN 00010000,BIN 0
0101000,BIN 00101000,BIN 00101000
 15 LET X=1: LET Y=10
 30 PRINT AT 0,0;"mmmmmmmmmmmmmmmmmmmmm
mmmmmmmmmmm"
```

```
  31 PRINT "mmmmmmmmmmmmmmmmmm          mmm
mmmm": PRINT "mmmmmmmmmmmmmmmmmmm mmmmm m
mmmmmm"
  32 PRINT "mmm                              mmm
mmmm"
  33 PRINT "mmm mmmmmmm mmmmmm mmmmm mmm
mmmm"
  34 PRINT "mmm mmmmmmm mmmmmm mmmmm mmm
mmmm"
  35 PRINT "mmm                     mmmmm mmm
mmmm"
  36 PRINT "mmm mmmmmmm mmmmmm mmmmm mmm
mmmm"
  37 PRINT "mmm mmmmmmm mmmmmm mmmmm mmm
mmmm"
  38 PRINT "mmm mmmmmmm mmmmmm mmmmm mmm
mmmm"
  39 PRINT "n
   n"
  40 PRINT "mmmmmm mmmmmmm mmmmmm mmmmm
mmmm"
  41 PRINT "mmmmmm mmmmmmm          mmmmm
mmmm"
  42 PRINT "mmmmmm mmmmmmm mmmmmm mmmmm
mmmm"
  43 PRINT "mmmmmm           mmmmmm mmmmm
mmmm"
  44 PRINT "mmmmmm mmmmmmm mmmmmm mmmmm
mmmm"
  45 PRINT "mmmmmm           mmmmmm
mmmm"
  46 PRINT "mmmmmmmmmmmmmmm mmmmmm mmmmmm
mmmm"
  47 PRINT "mmmmmmmmmmmmmmm          mmmmmm
mmmm"
  48 PRINT "mmmmmmmmmmmmmmmmmmmmmmmmmmmmmm
mmmm"
  49 PRINT "mmmmmmmmmmmmmmmmmmmmmmmmmmmmmm
mmmm"
```

```
  70 PRINT AT Y,X;"o"
  80 LET Q$=INKEY$
  81 IF Q$="" THEN  GO TO 80
  82 IF Q$<>"5" AND Q$<>"6" AND Q$<>"7"
AND Q$<>"8" THEN  GO TO 80
  85 IF Q$<>"5" THEN  GO TO 90
  86 IF SCREEN$ (Y,X-1)<>" " THEN  GO TO
 9800
  87 PRINT AT Y,X;" "
  88 LET X=X-1
  89 PRINT AT Y,X;"o": GO TO 1000
  90 IF Q$<>"6" THEN  GO TO 95
  91 IF SCREEN$ (Y+1,X)<>" " THEN  GO TO
 9800
  92 PRINT AT Y,X;" "
  93 LET Y=Y+1
  94 PRINT AT Y,X;"o": GO TO 1000
  95 IF Q$<>"7" THEN  GO TO 100
  96 IF SCREEN$ (Y-1,X)<>" " THEN  GO TO
 9800
  97 PRINT AT Y,X;" "
  98 LET Y=Y-1
  99 PRINT AT Y,X;"o": GO TO 1000
 100 IF Q$<>"8" THEN  GO TO 80
 101 IF X+1=31 AND Y=10 THEN  GO TO 9900
 102 IF SCREEN$ (Y,X+1)<>" " THEN  GO TO
 9800
 103 PRINT AT Y,X;" "
 104 LET X=X+1
 105 PRINT AT Y,X;"o": GO TO 1000
1000 LET Z=(INT (RND*100)-80): IF Z<0 TH
EN  GO TO 1000
1010 IF X=30 AND Y=10 THEN  PAPER 0: INK
 7: BORDER 0: CLS : BRIGHT 1: IF RND>.98
 THEN  GO TO 1020
1011 IF X<>30 OR Y<>10 THEN  GO TO 1050
1012 PRINT AT 0,0; FLASH 1;"HA HA HA HA
HA HA HA HA HA HA HAHA HA HA HA HA HA HA
 HA HA HA HA"; FLASH 0;AT 4,0;"YOU HAVE
```

```
FALLEN DOWN A DEEP,     DARK,HORRIBLE ,DI
SGUSTINGLY      DECORATED PIT FULL OF NAS
TY      CREATURES THAT ARE USUALLY FOUNDI
N THE SEWER.": GO TO 9820
1020 PRINT AT 10,0;"IMPOSSIBLE !!! YOU M
ADE IT !!!!
    WHAT ARE YOU WAITING FOR ?????? A FA
NFARE ??? PLAY IT AGAIN SAM!": FOR I=1 T
O 200: NEXT I: RUN
1050 IF Z>=2 THEN  GO TO 1200
1051 LET P$="": BORDER 1: PAPER 1: INK 7
: CLS
1052 PRINT AT 2,0;"YOU HAVE STUMBLED UPO
N THE MAD  MATHEMATION. HE CALLS HIMSELF
   "; INVERSE 1;"RICHARD"; INVERSE 0;" !
! HE SAYS WORK OUT THE SUM FAST !!!"
1053 LET N1=INT (RND*10)
1054 LET N2=INT (RND*10)
1055 LET N3=INT (RND*10)
1056 LET N4=INT (RND*10)
1058 LET M$=STR$ N1+" + "+STR$ N2+" - "+
STR$ N3+" X "+STR$ N4
1059 PRINT AT 7,0;M$
1060 LET ANS=((((N1+N2)-N3)*N4))
1061 LET J=300
1062 FOR I=1 TO 30
1065 LET A$=INKEY$: FOR G=1 TO 15: NEXT
G: LET J=J-1: IF J=0 THEN  GO TO 1130
1066 IF A$="" THEN  GO TO 1065
1067 IF CODE A$=13 THEN  GO TO 1100
1068 IF CODE A$>57 OR CODE A$<48 THEN  G
O TO 1065
1070 LET P$=P$+A$
1080 PRINT AT 10,0;P$
1085 NEXT I
1100 IF LEN P$=0 THEN  GO TO 1065
1105 IF P$( TO 1)="." THEN  LET P$="0"+P
$
1108 IF ANS=VAL P$ THEN  GO TO 1120
```

```
1110 CLS : PRINT AT 3,0; FLASH 1;"HA HA
HA HA HA HA HA HA HA HA HA"; FLASH 0
1115 PRINT AT 6,0;"WRONG !!! THE ANSWER
WAS ";ANS
1116 PRINT AT 9,0; FLASH 1;"HA HA HA HA
HA HA HA HA HA HA HA"; FLASH 0
1117 GO TO 9820
1120 CLS : PRINT AT 3,0; INVERSE 1;"DRAT
 DRAT DRAT DRAT DRAT DRAT"; INVERSE 0
1121 PRINT AT 10,0;"YOU GOT IT RIGHT....
....                    YOU WON'T NEXT TIME.
....."
1125 FOR I=1 TO 200: NEXT I: BORDER 7: P
APER 7: INK 0: CLS : GO TO 30
1130 CLS : FOR I=0 TO 10: PRINT AT I,0;
FLASH 1;"HA HA HA HA HA HA HA HA HA HA H
A"; FLASH 0: NEXT I
1135 PRINT AT 9,0;"OUT OF TIME.. I'M NOT
           TELLING YOU THE ANSWER THOUGH
..."
1136 PRINT AT 11,0; FLASH 1;"HA HA HA HA
 HA HA HA HA HA HA HA"; FLASH 0: GO TO 9
820
1200 IF Z>4 THEN  GO TO 1300
1201 CLS : PRINT "THE ENIGMATIC ETYMOLOG
IST SAYS  BEHIND TWO DOORS ARE CARNIVORO
USCATERPILLARS. CHOOSE YOUR PATH."
1202 FOR I=6 TO 16: PRINT AT I,0;" ";: F
OR G=1 TO 7: PRINT CHR$ 143;: NEXT G: PR
INT "    ";: FOR G=1 TO 7: PRINT CHR$ 143
;: NEXT G: PRINT "    ";: FOR G=1 TO 7: P
RINT CHR$ 143;: NEXT G: NEXT I
1203 PRINT AT 5,0;"    1          2
   3"
1204 LET S=INT (RND*3)+1
1205 LET A$=INKEY$: IF A$="" OR CODE A$<
49 OR CODE A$>51 THEN  GO TO 1205
1206 IF S<>VAL A$ THEN  GO TO 1220
```

```
1207 IF S=1 THEN  FOR I=16 TO 6 STEP -1:
 PRINT AT I,1;"        ": FOR J=1 TO 10:
NEXT J: NEXT I: GO TO 1240
1208 IF S=2 THEN  FOR I=16 TO 6 STEP -1:
 PRINT AT I,11;"        ": FOR J=1 TO 10:
 NEXT J: NEXT I: GO TO 1240
1209 IF S=3 THEN  FOR I=16 TO 6 STEP -1:
 PRINT AT I,21;"        ": FOR J=1 TO 10:
 NEXT J: NEXT I: GO TO 1240
1220 IF VAL A$=1 THEN  LET Q=1
1221 IF VAL A$=2 THEN  LET Q=11
1222 IF VAL A$=3 THEN  LET Q=21
1225 PRINT AT 16,Q;"        ": FOR J=1 TO
 10: NEXT J
1226 PRINT AT 15,Q;"        ": FOR J=1 TO
 10: NEXT J
1227 PRINT AT 14,Q;"        ": FOR J=1 TO
 10: NEXT J
1228 PRINT AT 13,Q;"  ";CHR$ 133;CHR$ 13
6;"   ": FOR J=1 TO 10: NEXT J
1229 PRINT AT 12,Q;"  ";CHR$ 132;CHR$ 14
1;CHR$ 143;CHR$ 143;" ": FOR J=1 TO 10:
NEXT J
1230 PRINT AT 11,Q;"     ";CHR$ 143;" ":
 FOR J=1 TO 10: NEXT J
1231 PRINT AT 10,Q;"  ";CHR$ 143;CHR$ 14
3;CHR$ 143;CHR$ 143;" ": FOR J=1 TO 10:
NEXT J
1232 PRINT AT 9,Q;"  ";CHR$ 142;CHR$ 140
;CHR$ 140;CHR$ 140;" ": FOR J=1 TO 10: N
EXT J
1233 PRINT AT 8,Q;"  ";CHR$ 139;CHR$ 131
;CHR$ 130;"  ": FOR J=1 TO 10: NEXT J
1234 PRINT AT 7,Q;" ";CHR$ 129;CHR$ 139;
CHR$ 139;CHR$ 139;"  ": FOR J=1 TO 10: N
EXT J
1235 PRINT AT 6,Q;" ";CHR$ 133;CHR$ 130;
" ";CHR$ 135;"  ": FOR J=1 TO 10: NEXT J
1236 FOR I=1 TO 250: NEXT I: BORDER 0: P
APER 0: INK 7: CLS
```

```
1237 PRINT AT 0,0; FLASH 1;"HA HA HA HA
HA HA HA HA HA HA HA"; FLASH 0: PRINT AT
 3,0;"WHAT'S IT LIKE BEING A DINNER   FO
R A CATERPILLAR ¤¤¤¤¤¤          ": PRINT A
T 9,0; FLASH 1;"HA HA HA HA HA HA HA HA
HA HA HA"; FLASH 0: GO TO 9820
1240 PRINT AT 19,0;"HOW LUCKY CAN YOU GE
T ¤¤¤¤¤¤¤   I'M BEING TOO KIND¤¤¤¤¤
    ": FOR I=1 TO 250: NEXT I: CLS : GO
TO 30
1300 IF Z>6 THEN  GO TO 1400
1301 BORDER 4: PAPER 4: INK 0: CLS
1302 PRINT "THE PHANTOM FLASHER STRIKES
...HIS NAME WILL "; FLASH 1;"FLASH"; FL
ASH 0;" BEFORE YOU."
1304 RESTORE 1305
1305 DATA "FRED","JOHN","STEVE","BOB","R
OBERT","STEPHEN","JAMES","WILLIAM","RICH
ARD","PATRICK","STEWART","FRANCIS","JOE"
,"ADAM","PAUL","BRIAN","SEAN","MARTIN","
DAVID","DARREN","STANLEY","EDWARD","CHAR
LES","PHILIP","SIMON","NIGEL","ENGELBERT
","BARRY"
1306 LET A=INT (RND*28)+1
1307 FOR I=1 TO A: READ A$: NEXT I
1308 FOR I=1 TO INT (RND*200)+1: LET D=R
ND: LET G=RND: PRINT AT INT (D*19)+2,INT
 10+INT (G*20)-LEN A$;A$
1309 FOR I=1 TO 3: NEXT I
1310 INK 4: PRINT AT INT (D*19)+2,INT 10
+INT (G*20)-LEN A$;A$
1311 INK 0
1312 INPUT "NAME ? "; LINE C$
1313 IF C$=A$ THEN  PRINT AT 10,0; FLASH
 1;"HHHMMMMMMMMMMMMMMMMMMMMMMMMMM¤"; F
LASH 0;AT 12,0;"YOU SEEM TO HAVE GOT IT
RIGHT...WORSE LUCK NEXT TIME ¤¤¤¤¤¤¤": F
OR I=1 TO 250: NEXT I: PAPER 7: INK 0: B
ORDER 7: CLS : GO TO 30
1314 BORDER 0: PAPER 0: INK 7: CLS : FOR
```

```
 I=1 TO 4: PRINT AT I,0; FLASH 1;"YA BOO
 SUX YA BOO SUX YA BOO SUX"; FLASH 0: NE
XT I
1315 PRINT : PRINT "WRONG,WRONG WRONG, I
T WAS ......";A$
1316 PRINT : PRINT  FLASH 1;"YA BOO SUX
YA BOO SUX YA BOO SUX": GO TO 9820
1400 IF Z>8 THEN  GO TO 1500
1401 BORDER 7: BRIGHT 0: PAPER 7: INK 0:
 CLS
1402 PAPER 5: FOR I=1 TO 150: PRINT AT I
NT (RND*18)+3,INT (RND*32);"m": NEXT I:
PAPER 7
1404 PRINT AT 0,0;"THE LETHAL LURGI-GET
OUT FAST!!!"
1405 PRINT AT 2,0;"n";AT 21,31;"E"
1406 LET XX=1: LET YY=2: PRINT AT YY,XX;
"o": FOR I=150 TO 0 STEP -1
1407 PRINT AT 2,10;"   ";AT 2,10;I
1408 LET A$=INKEY$: IF A$<>"7" AND A$<>"
5" AND A$<>"6" AND A$<>"8" THEN  NEXT I
1409 LET HM=0: LET VM=0
1410 IF A$="7" AND YY=2 THEN  NEXT I
1411 IF A$="6" AND YY=21 THEN  NEXT I
1412 IF A$="5" AND XX=0 THEN  NEXT I
1413 IF A$="8" AND XX=31 THEN  NEXT I
1420 IF A$="7" AND ATTR (YY-1,XX)=40 THE
N  GO TO 1460
1421 IF A$="6" AND ATTR (YY+1,XX)=40 THE
N  GO TO 1460
1422 IF A$="5" AND ATTR (YY,XX-1)=40 THE
N  GO TO 1460
1423 IF A$="8" AND ATTR (YY,XX+1)=40 THE
N  GO TO 1460
1430 IF A$="7" THEN  LET VM=-1
1431 IF A$="6" THEN  LET VM=1
1432 IF A$="5" THEN  LET HM=-1
1433 IF A$="8" THEN  LET HM=1
1440 PRINT AT YY,XX;" ": LET YY=YY+VM: L
```

```
ET XX=XX+HM: PRINT AT YY,XX;"o";AT 2,0;"
n";AT 21,31;"E"
1441 LET NM=0: LET VM=0
1442 IF SCREEN$ (YY,XX+1)="E" THEN  GO T
O 1450
1443 NEXT I
1444 PAPER 0: INK 7: BORDER 0: CLS : PRI
NT AT 0,0; FLASH 1;"NA NA NA NAAA NAAAAA
 HA HA HA HA": FLASH 0
1445 PRINT AT 4,0;"OUT OF TIME ▯▯▯▯▯▯▯▯▯
▯▯▯▯▯▯▯▯▯▯▯": GO TO 9820
1450 PRINT AT 10,0; FLASH 1;"HOW DID YOU
 MAKE IT ??????????????": FOR I=1 TO 200:
NEXT I: CLS : GO TO 30
1460 PAPER 0: BORDER 0: INK 7: CLS : PRI
NT AT 0,0; FLASH 1;"HA HA HA HA HA HA HA
 HA HA HA HA"; FLASH 0: PRINT AT 4,0;"EA
TEN BY THE LETHAL LURGI ▯▯▯▯▯▯": GO TO 9
820
1500 IF Z>10 THEN  GO TO 1600
1501 INK 0: PAPER 7: BORDER 0: BRIGHT 0:
 CLS : PRINT AT 0,0; FLASH 1;"THE LECHER
OUS LASERS ▯▯▯▯▯▯▯▯▯▯▯▯"; FLASH 0;AT 20,1
6;"o"
1502 FOR I=1 TO 100: NEXT I: INK 2: PLOT
 50,167: BEEP .1,10: DRAW 130-INT (20*RN
D),-167
1503 PLOT 100,167: BEEP .1,10: DRAW 40-I
NT (20*RND),-167
1504 PLOT 150,167: BEEP .1,10: DRAW -20+
INT (20*RND),-167
1505 IF ATTR (20,16)<>56 THEN  FOR I=1 T
O 200: NEXT I: PAPER 0: BORDER 0: INK 7:
 PRINT AT 0,0; FLASH 1;"SUCKER▯▯ SUCKER
▯▯ SUCKER▯▯"; FLASH 0;AT 4,0;"FRYING TON
IGHT EH ▯▯▯▯▯▯▯▯▯▯▯▯▯▯▯";AT 9,0; FLASH 1;
"HA HA HA HA HA HA HA HA HA HA HA"; FLAS
H 0: GO TO 9820
1506 FOR I=1 TO 100: NEXT I: PAPER 7: BO
RDER 7: INK 0: CLS : FOR I=0 TO 21: FLAS
```

```
H 1: PRINT AT I,0;"IMPOSSIBLE ⁝⁝⁝ THEY M
ISSED YOU⁝⁝": NEXT I: FLASH 0: FOR I=1 T
O 200: NEXT I: CLS : GO TO 30
1600 IF Z>12 THEN  GO TO 1700
1601 INK 7: BORDER 5: PAPER 5: BRIGHT 1:
 CLS : PRINT AT 0,0; FLASH 1;" THE HORRE
NDOUS HAILSTORM ⁝⁝⁝⁝⁝⁝"; FLASH 0;AT 15,1
6;"o"
1602 FOR I=1 TO 21: FOR J=0 TO 31
1603 IF INT (RND*2.5)=1 THEN  PRINT AT I
,J;"."
1604 NEXT J: NEXT I
1605 IF SCREEN$ (15,16)="." THEN  PAPER
0: BORDER 0: INK 7: BRIGHT 0: CLS : PRIN
T AT 0,0; FLASH 1;"WALLY BRAIN WALLY BRA
IN WALLY BR"; FLASH 0;AT 4,0;"HIT BY THE
 HORRENDOUS HAIL ⁝⁝⁝⁝⁝⁝"; FLASH 1;AT 9,0
;"HA HA HA HA HA HA HA HA HA HA HA"; FLA
SH 0: GO TO 9820
1606 PAPER 7: BORDER 7: BRIGHT 0: INK 0:
 PRINT AT 10,0;"MUST BE SOMETHING WRONG
WITH THEPROGRAM THAT'S LETTING YOU WIN⁝⁝
": FOR I=1 TO 200: NEXT I: CLS : GO TO 3
0
1700 IF Z>14 THEN  GO TO 1800
1701 CLS : PRINT AT 10,0; FLASH 1;"WATCH
 OUT FOR ASTERIX ⁝⁝⁝⁝⁝⁝⁝⁝⁝⁝"; FLASH 0: F
OR I=1 TO 100: NEXT I: CLS
1702 LET XX=16: FOR K=1 TO 60: PRINT AT
10,XX;" ": LET Q=USR 3280: IF SCREEN$ (1
0,XX)="*" THEN  GO TO 1730
1703 PRINT AT 10,XX;"o": FOR J=0 TO 31:
IF INT (RND*1.5)=1 THEN  PRINT AT 21,J;
PAPER 5;"*"; PAPER 7
1704 NEXT J: LET A$=INKEY$: IF A$="5" AN
D XX=0 THEN  NEXT K
1705 IF A$="8" AND XX=31 THEN  NEXT K
1706 IF A$="5" AND ATTR (10,XX-1)=40 THE
N  GO TO 1730
```

```
1707 IF A$="8" AND ATTR (10,XX+1)=40 THE
N  GO TO 1730
1708 IF A$="5" THEN  LET XX=XX-1: PRINT
AT 10,XX+1;" ";AT 10,XX;"o"
1709 IF A$="8" THEN  LET XX=XX+1: PRINT
AT 10,XX-1;" ";AT 10,XX;"o"
1710 NEXT K
1711 FOR I=0 TO 21: PRINT AT 10,XX;" ":
RANDOMIZE USR 3280: PRINT AT 10,XX;"o":
NEXT I
1720 PRINT AT 0,0;"WOW ¤¤¤ YOU MADE IT N
EVER AGAIN¤": FOR I=1 TO 200: NEXT I: CL
S : GO TO 30
1730 PAPER 0: BORDER 0: INK 7: CLS : PRI
NT AT 0,0; FLASH 1;"HA HA HA HA HA HA HA
 HA HA HA HA"; FLASH 0;AT 4,0;"ASTERIX G
OT YOU ¤¤¤ ARE YOU     PLAYING THIS GAME
 OR JUST       FALLING ASLEEP ???????":
GO TO 9820
1800 GO TO 80
9800 BORDER 0: PAPER 0: INK 7: CLS
9810 PRINT AT 3,0; FLASH 1;"HA HA HA HA
HA HA HA HA HA HA HA";AT 6,0; FLASH 0;"Y
OU MUST READ SIGNS PROPERLY ¤¤¤";AT 9,0;
 FLASH 1;"HA HA HA HA HA HA HA HA HA HA
HA"; FLASH 0
9820 PRINT AT 14,1;"NIGHTMARE PARK CLAIM
S ANOTHER";AT 16,12;"VICTIM¤¤"
9830 PRINT AT 20,0; INVERSE 1;"PLAY AGAI
N ? IF YOU DARE ¤¤¤¤¤¤¤"
9835 INVERSE 0
9840 LET A$=INKEY$: IF A$="" THEN  GO TO
 9840
9845 IF A$="Y" OR A$="Y" THEN  BORDER 7:
 PAPER 7: INK 0: RUN
9850 IF A$="N" OR A$="N" THEN  GO TO 985
5
9852 GO TO 9840
9855 CLS : PRINT AT 11,3; FLASH 1;"TOUGH
 LUCK ¤¤ YOU'RE HAVING"; FLASH 0;AT 13,1
0; FLASH 1;"ANOTHER GO ¤¤¤"
```

```
9866>FOR I=1TO 200:NEXT I:RUN
9900 LET S=PEEK USR "U"+256*PEEK (USR "U
"+1): POKE S+1,1
9901 LET X=S+2818
9902 LET A=S+99
9903 GO SUB 9914: PRINT AT 21,0;
9905 RANDOMIZE USR (PEEK USR "U"+256*PEE
K (USR "U"+1)+101)
9906 INPUT X: PRINT X
9908 LET A=PEEK USR "U"+256*PEEK (USR "U
"+1)+2
9909 GO SUB 9914: GO TO 9905
9911 INPUT Z$
9912 PRINT """";Z$;""""
9913 GO TO 9905
9914 POKE A+1,INT (X/256)
9915 POKE A,X-256*INT (X/256)
9916 RETURN
```

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